

Gmsh

Gmsh Reference Manual

The documentation for Gmsh 4.4.0
A finite element mesh generator with built-in pre- and post-processing facilities

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Obtaining Gmsh

The source code and various pre-compiled versions of Gmsh (for Windows, Mac and Unix) can be downloaded from <http://gmsh.info>. Gmsh is also directly available in pre-packaged form in various Linux and BSD distributions (Debian, Ubuntu, FreeBSD, ...).

If you use Gmsh, we would appreciate that you mention it in your work by citing the following paper: “C. Geuzaine and J.-F. Remacle, *Gmsh: a three-dimensional finite element mesh generator with built-in pre- and post-processing facilities*. International Journal for Numerical Methods in Engineering, Volume 79, Issue 11, pages 1309-1331, 2009”. A preprint of that paper as well as other references and the latest news about Gmsh development are available on <http://gmsh.info>.

Copying conditions

Gmsh is “free software”; this means that everyone is free to use it and to redistribute it on a free basis. Gmsh is not in the public domain; it is copyrighted and there are restrictions on its distribution, but these restrictions are designed to permit everything that a good cooperating citizen would want to do. What is not allowed is to try to prevent others from further sharing any version of Gmsh that they might get from you.

Specifically, we want to make sure that you have the right to give away copies of Gmsh, that you receive source code or else can get it if you want it, that you can change Gmsh or use pieces of Gmsh in new free programs, and that you know you can do these things.

To make sure that everyone has such rights, we have to forbid you to deprive anyone else of these rights. For example, if you distribute copies of Gmsh, you must give the recipients all the rights that you have. You must make sure that they, too, receive or can get the source code. And you must tell them their rights.

Also, for our own protection, we must make certain that everyone finds out that there is no warranty for Gmsh. If Gmsh is modified by someone else and passed on, we want their recipients to know that what they have is not what we distributed, so that any problems introduced by others will not reflect on our reputation.

The precise conditions of the license for Gmsh are found in the General Public License that accompanies the source code (see [Appendix I \[License\]](#), page 331). Further information about this license is available from the GNU Project webpage <http://www.gnu.org/copyleft/gpl-faq.html>. Detailed copyright information can be found in [Appendix H \[Copyright and credits\]](#), page 327.

If you want to integrate parts of Gmsh into a closed-source software, or want to sell a modified closed-source version of Gmsh, you will need to obtain a different license. Please [contact us directly](#) for more information.

1 Overview

Gmsh is a three-dimensional finite element mesh generator with a build-in CAD engine and post-processor. Its design goal is to provide a fast, light and user-friendly meshing tool with parametric input and advanced visualization capabilities.

Gmsh is built around four modules: geometry, mesh, solver and post-processing. All geometrical, mesh, solver and post-processing instructions are prescribed either interactively using the graphical user interface (GUI) or in text files using Gmsh’s own scripting language. Interactive actions generate language bits in the input files, and vice versa. A programming API is also available, for integrating Gmsh in your own C++, C, Python or Julia code: see [Appendix D \[Gmsh API\], page 251](#). A brief description of the four modules is given hereafter.

1.1 Geometry: model entity creation

A model in Gmsh is defined using its Boundary Representation (BRep): a volume is bounded by a set of surfaces, a surface is bounded by a series of curves, and a curve is bounded by two end points. Model entities are topological entities, i.e., they only deal with adjacencies in the model, and are implemented as a set of abstract topological classes. This BRep is extended by the definition of embedded, or internal, model entities: internal points, edges and surfaces can be embedded in volumes; and internal points and curves can be embedded in surfaces.

The geometry of model entities can be provided by different CAD kernels. The two default kernels interfaced by Gmsh are the “Built-in” kernel and the “OpenCASCADE” kernel. Gmsh does not translate the geometrical representation from one kernel to another, or from these kernels to some neutral representation. Instead, Gmsh directly queries the native data for each CAD kernel, which avoids data loss and is crucial for complex models where translations invariably introduce issues linked to slightly different representations.

Gmsh’s scripting language and the Gmsh API allow to parametrize all model entities. The entities can either be built in a “bottom-up” manner (first points, then curves, surfaces and volumes) or in a “Constructive Solid Geometry” fashion (solids on which boolean operations are performed). Both methodologies can also be combined. Finally, groups of model entities (called “physical groups”) can be defined, based on the elementary geometric entities.

1.2 Mesh: finite element mesh generation

A finite element mesh of a model is a tessellation of its geometry by simple geometrical elements of various shapes (in Gmsh: lines, triangles, quadrangles, tetrahedra, prisms, hexahedra and pyramids), arranged in such a way that if two of them intersect, they do so along a face, an edge or a node, and never otherwise. This defines a so-called “conformal” mesh. Gmsh implements several algorithms to generate such meshes automatically. All the meshes produced by Gmsh are considered as “unstructured”, even if they were generated in a “structured” way (e.g., by extrusion). This implies that the mesh elements are completely defined simply by an ordered list of their nodes, and that no predefined ordering relation is assumed between any two elements.

In order to guarantee the conformity of the mesh, mesh generation is performed in a bottom-up flow: curves are discretized first; the mesh of the curves is then used to mesh the surfaces;

then the mesh of the surfaces is used to mesh the volumes. In this process, the mesh of an entity is only constrained by the mesh of its boundary, unless entities of lower dimensions are explicitly embedded in entities of higher dimension. For example, in three dimensions, the triangles discretizing a surface will be forced to be faces of tetrahedra in the final 3D mesh only if the surface is part of the boundary of a volume, or if that surface has been explicitly embedded in the volume. This automatically ensures the conformity of the mesh when, for example, two volumes share a common surface. Every meshing step is constrained by a “size field” (also called “characteristic length field”), which prescribes the desired size of the elements in the mesh. This size field can be uniform, specified by values associated with points in the geometry, or defined by general “fields” (for example related to the distance to some boundary, to a arbitrary scalar field defined on another mesh, etc.): see [Section 6.3.1 \[Specifying mesh element sizes\], page 49](#). For each meshing step, all structured mesh directives are executed first, and serve as additional constraints for the unstructured parts.

1.3 Solver: external solver interface

Gmsh implements a ONELAB (<http://onelab.info>) server to pilot external solvers (called “clients”). The ONELAB interface allows to call such clients and have them share parameters and modeling information. The implementation is based on a client-server model, with a server-side database and local or remote clients communicating in-memory or through TCP/IP sockets. Contrary to most solver interfaces, the ONELAB server has no a priori knowledge about any specifics (input file format, syntax, ...) of the clients. This is made possible by having any simulation preceded by an analysis phase, during which the clients are asked to upload their parameter set to the server. The issues of completeness and consistency of the parameter sets are completely dealt with on the client side: the role of ONELAB is limited to data centralization, modification and re-dispatching.

Examples on how to interface solvers are available in the source distribution (see [utils/solvers](#)). A full-featured solver interfaced in this manner is GetDP (<http://getdp.info>), a general finite elements solver using mixed finite elements.

Using the Gmsh API, Gmsh can also be embedded directly in your own solver, and ONELAB parameters can be used to interactively drive it. Examples on how to embed Gmsh in your solver, and build a custom graphical user interface to control it, are available in [demos/api](#). See in particular [custom_gui.py](#) and [custom_gui.cpp](#).

1.4 Post-processing: scalar, vector and tensor field visualization

Gmsh can load and manipulate multiple post-processing scalar, vector or tensor fields along with the geometry and the mesh. Such fields, together with visualization options, are called “post-processing views” (or simply “views”). Scalar views can be represented by iso-curves, iso-surfaces or color maps, while vector views can be represented by three-dimensional arrows or displacement maps. Post-processing functions include section computation, offset, elevation, boundary and component extraction, color map and range modification, animation, vector graphic output, etc. All the post-processing options can be accessed either interactively, through the input script files or through the API. Various operations on the

post-processing data can also be performed through plugins (see [Section 8.2 \[Post-processing plugins\]](#), page 82).

1.5 What Gmsh is pretty good at . . .

Here is a tentative list of what Gmsh does best:

- quickly describe simple and/or “repetitive” geometries with the built-in scripting language, thanks to user-defined macros, loops, conditionals and includes (see [Section 4.5 \[User-defined macros\]](#), page 28, [Section 4.6 \[Loops and conditionals\]](#), page 29, and [Section 4.7 \[General commands\]](#), page 29). For more advanced geometries, using the Gmsh API (see [Appendix D \[Gmsh API\]](#), page 251) in the language of your choice (C++, C, Python or Julia) brings even greater flexibility, the only downside being that you need to either compile your code (for C++ and C) or to configure and install an interpreter (Python or Julia) in addition to Gmsh. A binary Software Development Kit (SDK) is distributed on the Gmsh web site to make the process easier;
- parametrize these geometries. Gmsh’s scripting language or the Gmsh API enable all commands and command arguments to depend on previous calculations (see [Section 4.2 \[Expressions\]](#), page 21, [Section 5.1 \[Geometry commands\]](#), page 37, and [Appendix D \[Gmsh API\]](#), page 251). Using the OpenCASCADE geometry kernel, Gmsh gives access to all usual constructive solid geometry operations;
- import geometries from other CAD software in standard exchange formats. Gmsh uses OpenCASCADE to import such files, including label and color information from STEP and IGES files;
- generate 1D, 2D and 3D simplicial (i.e., using line segments, triangles and tetrahedra) finite element meshes (see [Chapter 6 \[Mesh module\]](#), page 47), with fine control over the element size (see [Section 6.3.1 \[Specifying mesh element sizes\]](#), page 49);
- create simple extruded geometries and meshes (see [Section 5.1 \[Geometry commands\]](#), page 37, and [Section 6.3 \[Mesh commands\]](#), page 49), and allow to automatically couple such structured meshes with unstructured ones (using a layer of pyramids in 3D);
- generate high-order (curved) meshes that conform to the CAD model geometry. High-order mesh optimization tools allow to guarantee the validity of such curved meshes;
- interact with external solvers by defining ONELAB parameters, shared between Gmsh and the solvers and easily modifiable in the GUI (see [Chapter 7 \[Solver module\]](#), page 75);
- visualize and export computational results in a great variety of ways. Gmsh can display scalar, vector and tensor datasets, perform various operations on the resulting post-processing views (see [Chapter 8 \[Post-processing module\]](#), page 77), can export plots in many different formats (see [Section B.1 \[General options list\]](#), page 165), and can generate complex animations (see [Chapter 4 \[General tools\]](#), page 21, and [Section A.8 \[t8.geo\]](#), page 149);
- run on low end machines and/or machines with no graphical interface. Gmsh can be compiled with or without the GUI (see [Appendix C \[Compiling the source code\]](#), page 247), and all versions can be used either interactively or directly from the command line (see [Chapter 3 \[Running Gmsh on your system\]](#), page 11);
- configure your preferred options. Gmsh has a large number of configuration options that can be set interactively using the GUI, scattered inside script files, changed through the

API, set in per-user configuration files and specified on the command-line (see [Chapter 3 \[Running Gmsh on your system\]](#), page 11 and [Appendix B \[Options\]](#), page 165);

- and do all the above on various platforms (Windows, Mac and Unix), for free (see [\[Copying conditions\]](#), page 3)!

1.6 . . . and what Gmsh is not so good at

Here are some known weaknesses of Gmsh:

- Gmsh is not a multi-bloc mesh generator: all meshes produced by Gmsh are conforming in the sense of finite element meshes;
- Gmsh's user interface is only exposing a limited number of the available features, and many aspects of the interface could be enhanced (especially manipulators).
- Your complaints about Gmsh here :-)

If you have the skills and some free time, feel free to join the project: we gladly accept any code contributions (see [Appendix E \[Information for developers\]](#), page 299) to remedy the aforementioned (and all other) shortcomings!

1.7 Bug reports

Please file issues on <https://gitlab.onelab.info/gmsh/gmsh/issues>. Provide as precise a description of the problem as you can, including sample input files that produce the bug. Don't forget to mention both the version of Gmsh and the version of your operation system (see [Section 3.3 \[Command-line options\]](#), page 12 to see how to get this information).

See [Appendix F \[Frequently asked questions\]](#), page 301, and the [bug tracking system](#) to see which problems we already know about.

2 How to read this reference manual?

Gmsh can be used at three levels:

1. as a stand-alone application manipulated through its graphical user interface (GUI);
2. as a stand-alone script-driven application;
3. as a library.

You can skip most of this reference manual if you only want to use Gmsh at the first level (i.e., interactively with the GUI). Just read the next chapter (see [Chapter 3 \[Running Gmsh on your system\]](#), page 11) to learn how to launch Gmsh on your system, then go experiment with the GUI and the tutorial files (see [Appendix A \[Tutorial\]](#), page 135) provided in the distribution. Screencasts that show how to use the GUI are available here: <http://gmsh.info/screencasts/>.

The aim of the reference manual is to explain everything you need to use Gmsh at the second level, i.e., using the built-in scripting language. A Gmsh script file is an ASCII text file that contains instructions in Gmsh’s built-in scripting language. Such a file is interpreted by Gmsh’s parser, and can be given any extension (or no extension at all). By convention, Gmsh uses the ‘.geo’ extension for geometry scripts, and the ‘.pos’ extension for parsed post-processing datasets. Once you master the tutorial (read the source files: they are heavily commented!), start reading chapter [Chapter 4 \[General tools\]](#), page 21, then proceed with the next four chapters, which detail the syntax of the geometry, mesh, solver and post-processing scripting commands. You will see that most of the interactive actions in the GUI have a direct equivalent in the scripting language. If you want to use Gmsh as a pre- or post-processor for your own software, you will also want to learn about the non-scripting input/output files that Gmsh can read/write. In addition to Gmsh’s native “MSH” file format (see [Chapter 9 \[File formats\]](#), page 111), Gmsh can read/write many standard mesh files, depending on how it was built: check the ‘File->Export’ menu for a list of available formats.

Finally, to use Gmsh at the third level (i.e., to link the Gmsh library with your own code), you will need to learn the Gmsh Application Programming Interface (API). This API is available in C++, C, Python and Julia, and is fully documented in [Appendix D \[Gmsh API\]](#), page 251.

2.1 Syntactic rules used in the manual

Here are the rules we tried to follow when writing this reference manual. Note that meta-syntactic variable definitions stay valid throughout the manual (and not only in the sections where the definitions appear).

1. Keywords and literal symbols are printed like **this**.
2. Metasyntactic variables (i.e., text bits that are not part of the syntax, but stand for other text bits) are printed like *this*.
3. A colon (:) after a metasyntactic variable separates the variable from its definition.
4. Optional rules are enclosed in < > pairs.
5. Multiple choices are separated by |.
6. Three dots (...) indicate a possible (multiple) repetition of the preceding rule.

3 Running Gmsh on your system

3.1 Interactive mode

To launch Gmsh in interactive mode, just double-click on the Gmsh icon, or type

```
> gmsh
```

at your shell prompt in a terminal. This will open the main Gmsh window, with a tree-like menu on the left, a graphic area on the right, and a status bar at the bottom. (You can detach the tree menu using ‘Window->Attach/Detach Menu’.)

To open the first tutorial file (see [Appendix A \[Tutorial\], page 135](#)), select the ‘File->Open’ menu, and choose `t1.geo`. When using a terminal, you can specify the file name directly on the command line, i.e.:

```
> gmsh t1.geo
```

To perform the mesh generation, go to the mesh module (by selecting ‘Mesh’ in the tree) and choose the dimension (‘1D’ will mesh all the curves; ‘2D’ will mesh all the surfaces—as well as all the curves if ‘1D’ was not called before; ‘3D’ will mesh all the volumes—and all the surfaces if ‘2D’ was not called before). To save the resulting mesh in the current mesh format click on ‘Save’, or select the appropriate format and file name with the ‘File->Export’ menu. The default mesh file name is based on the name of the current active model, with an appended extension depending on the mesh format¹.

To create a new geometry or to modify an existing geometry, select ‘Geometry’ in the tree. For example, to create a spline, select ‘Elementary entities’, ‘Add’, ‘New’ and ‘Spline’. You will then be asked to select a list of points, and to type `e` to finish the selection (or `q` to abort it). Once the interactive command is completed, a text string is automatically added at the end of the current script file. You can edit the script file by hand at any time by pressing the ‘Edit’ button in the ‘Geometry’ menu and then reloading the model by pressing ‘Reload’. For example, it is often faster to define variables and points directly in the script file, and then use the GUI to define the curves, the surfaces and the volumes interactively.

Several files can be loaded simultaneously in Gmsh. When specified on the command line, the first one defines the active model and the others are ‘merged’ into this model. You can merge such files with the ‘File->Merge’ menu. For example, to merge the post-processing views contained in the files `view1.pos` and `view5.msh` together with the geometry of the first tutorial [Section A.1 \[t1.geo\], page 135](#), you can type the following command:

```
> gmsh t1.geo view1.pos view5.msh
```

In the Post-Processing module (select ‘Post-Processing’ in the tree), three items will appear, respectively labeled ‘A scalar map’, ‘Nodal scalar map’ and ‘Element 1 vector’. In this example the views contain several time steps: you can loop through them with the small “remote-control” icons in the status bar. A mouse click on the view name will toggle the visibility of the selected view, while a click on the arrow button on the right will provide access to the view’s options.

¹ Nearly all the interactive commands have keyboard shortcuts: see [Section 3.5 \[Keyboard shortcuts\], page 17](#), or select ‘Help->Keyboard and Mouse Usage’ in the menu. For example, to quickly save a mesh, you can press `Ctrl+Shift+s`.

Note that all the options specified interactively can also be directly specified in the script files. You can save the current options of the current active model with the ‘File->Save Model Options’. This will create a new option file with the same filename as the active model, but with an extra ‘.opt’ extension added. The next time you open this model, the associated options will be automatically loaded, too. To save the current options as your default preferences for all future Gmsh sessions, use the ‘File->Save Options As Default’ menu instead. Finally, you can also save the current options in an arbitrary file by choosing the ‘Gmsh options’ format in ‘File->Export’.

For more information about available options (and how to reset them to their default values), see [Appendix B \[Options\]](#), page 165. A full list of options with their current values is also available in the ‘Help->Current Options’ menu.

3.2 Non-interactive mode

Gmsh can be run non-interactively in ‘batch’ mode, without GUI². For example, to mesh the first tutorial in batch mode, just type:

```
> gmsh t1.geo -2
```

To mesh the same example, but with the background mesh available in the file `bgmesh.pos`, type:

```
> gmsh t1.geo -2 -bgm bgmesh.pos
```

For the list of all command-line options, see [Section 3.3 \[Command-line options\]](#), page 12. In particular, any complicated workflow can be written in a `.geo` file, and this file can be executed as a script using

```
> gmsh script.geo -
```

The script can contain e.g. meshing commands, like `Mesh 3;`.

3.3 Command-line options

Geometry options:

```
-0           Output model, then exit
-tol float   Set geometrical tolerance
-match       Match geometries and meshes
```

Mesh options:

```
-1, -2, -3   Perform 1D, 2D or 3D mesh generation, then exit
-save        Save mesh, then exit
-o file      Specify output file name
```

² If you compile Gmsh without the GUI (see [Appendix C \[Compiling the source code\]](#), page 247), this is the only mode you have access to.

-format string
Select output mesh format (auto, msh1, msh2, msh22, msh3, msh4, msh40, msh41, msh, unv, vtk, wrl, mail, stl, p3d, mesh, bdf, cgns, med, diff, ir3, inp, ply2, celum, su2, x3d, dat, neu, m, key)

-bin Create binary files when possible

-refine Perform uniform mesh refinement, then exit

-barycentric_refine
Perform barycentric mesh refinement, then exit

-reclassify angle
Reclassify surface mesh, then exit

-reparam angle
Reparametrize surface mesh, then exit

-part int Partition after batch mesh generation

-part_weight tri|quad|tet|hex|pri|pyr|trih int
Weight of a triangle/quad/etc. during partitioning

-part_split
Save mesh partitions in separate files

-part_[no_]topo
Create the partition topology

-part_[no_]ghosts
Create ghost cells

-part_[no_]physicals
Create physical groups for partitions

-part_topo_pro
Save the partition topology .pro file

-preserve_numbering_msh2
Preserve element numbering in MSH2 format

-save_all
Save all elements (discard physical group definitions)

-save_parametric
Save nodes with their parametric coordinates

-save_topology
Save model topology

-algo string
Select mesh algorithm (meshadapt, del2d, front2d, delquad, del3d, front3d, mmg3d, pack, hxt)

-smooth int
Set number of mesh smoothing steps

```

-order int
    Set mesh order (1, ..., 5)
-optimize[_netgen]
    Optimize quality of tetrahedral elements
-optimize_threshold
    Optimize tetrahedral elements that have a quality less than a threshold
-optimize_ho
    Optimize high order meshes
-ho_[min,max,nlayers]
    High-order optimization parameters
-clscale float
    Set global mesh element size scaling factor
-clmin float
    Set minimum mesh element size
-clmax float
    Set maximum mesh element size
-aniso_max float
    Set maximum anisotropy (for bamg)
-smooth_ratio float
    Set smoothing ration between mesh sizes at nodes of a same edge (for bamg)
-clcurv    Automatically compute element sizes from curvatures
-epslc1d   Set accuracy of evaluation of mesh size field for 1D mesh
-swapangle
    Set the threshold angle (in degree) between two adjacent faces below which a
    swap is allowed
-rand float
    Set random perturbation factor
-bgm file  Load background mesh from file
-check     Perform various consistency checks on mesh
-ignore_periodicity
    Ignore periodic boundaries

```

Post-processing options:

```

-link int  Select link mode between views (0, 1, 2, 3, 4)
-combine   Combine views having identical names into multi-time-step views

```

Solver options:

```

-listen    Always listen to incoming connection requests
-minterpreter string
    Name of Octave interpreter

```


`-pyinterpreter string`
Name of Python interpreter

`-run` Run ONELAB solver(s)

Display options:

`-n` Hide all meshes and post-processing views on startup

`-nodb` Disable double buffering

`-numsubedges`
Set num of subdivisions for high order element display

`-fontsize int`
Specify the font size for the GUI

`-theme string`
Specify FLTK GUI theme

`-display string`
Specify display

`-camera` Use camera mode view;

`-stereo` OpenGL quad-buffered stereo rendering (requires special graphics card)

`-gamepad` Use gamepad controller if available

Other options:

`-, -parse_and_exit`
Parse input files, then exit

`-new` Create new model before merge next file

`-merge` Merge next files

`-open` Open next files

`-log filename`
Log all messages to filename

`-a, -g, -m, -s, -p`
Start in automatic, geometry, mesh, solver or post-processing mode

`-pid` Print process id on stdout

`-watch pattern`
Pattern of files to merge as they become available

`-bg file` Load background (image or PDF) file

`-v int` Set verbosity level

`-nopopup` Don't popup dialog windows in scripts

`-string "string"`
Parse command string at startup

```

-setnumber name value
    Set constant or option number name=value
-setstring name value
    Set constant or option string name=value
-option file
    Parse option file at startup
-convert files
    Convert files into latest binary formats, then exit
-nt int
    Set number of threads
-cpu
    Report CPU times for all operations
-version
    Show version number
-info
    Show detailed version information
-help
    Show command line usage
-help_options
    Show all options

```

3.4 Mouse actions

Move - Highlight the entity under the mouse pointer and display its properties
 - Resize a lasso zoom or a lasso (un)selection

Left button
 - Rotate
 - Select an entity
 - Accept a lasso zoom or a lasso selection

Ctrl+Left button
 Start a lasso zoom or a lasso (un)selection

Middle button
 - Zoom
 - Unselect an entity
 - Accept a lasso zoom or a lasso unselection

Ctrl+Middle button
 Orthogonalize display

Right button
 - Pan
 - Cancel a lasso zoom or a lasso (un)selection
 - Pop-up menu on post-processing view button

Ctrl+Right button
 Reset to default viewpoint

For a 2 button mouse, Middle button = Shift+Left button.

For a 1 button mouse, Middle button = Shift+Left button, Right button = Alt+Left button.

3.5 Keyboard shortcuts

(On Mac Ctrl is replaced by Cmd (the ‘Apple key’) in the shortcuts below.)

Left arrow

Go to previous time step

Right arrow

Go to next time step

Up arrow Make previous view visible

Down arrow

Make next view visible

0 Reload geometry

Ctrl+0 Reload full project

1 or F1 Mesh lines

2 or F2 Mesh surfaces

3 or F3 Mesh volumes

Escape Cancel lasso zoom/selection, toggle mouse selection ON/OFF

e End/accept selection in geometry creation mode

g Go to geometry module

m Go to mesh module

p Go to post-processing module

q Abort selection in geometry creation mode

s Go to solver module

x Toggle x coordinate freeze in geometry creation mode

y Toggle y coordinate freeze in geometry creation mode

z Toggle z coordinate freeze in geometry creation mode

Shift+a Bring all windows to front

Shift+g Show geometry options

Shift+m Show mesh options

Shift+o Show general options

Shift+p Show post-processing options

Shift+s Show solver options

Shift+u Show post-processing view plugins

Shift+w Show post-processing view options

Shift+x Move only along x coordinate in geometry creation mode

Shift+y Move only along y coordinate in geometry creation mode

<i>Shift+z</i>	Move only along z coordinate in geometry creation mode
<i>Shift+Escape</i>	Enable full mouse selection
<i>Ctrl+d</i>	Attach/detach menu
<i>Ctrl+e</i>	Export project
<i>Ctrl+f</i>	Enter full screen
<i>Ctrl+i</i>	Show statistics window
<i>Ctrl+j</i>	Save model options
<i>Ctrl+l</i>	Show message console
<i>Ctrl+m</i>	Minimize window
<i>Ctrl+n</i>	Create new project file
<i>Ctrl+o</i>	Open project file
<i>Ctrl+q</i>	Quit
<i>Ctrl+r</i>	Rename project file
<i>Ctrl+s</i>	Save mesh in default format
<i>Shift+Ctrl+c</i>	Show clipping plane window
<i>Shift+Ctrl+h</i>	Show current options and workspace window
<i>Shift+Ctrl+j</i>	Save options as default
<i>Shift+Ctrl+m</i>	Show manipulator window
<i>Shift+Ctrl+n</i>	Show option window
<i>Shift+Ctrl+o</i>	Merge file(s)
<i>Shift+Ctrl+u</i>	Show plugin window
<i>Shift+Ctrl+v</i>	Show visibility window
<i>Alt+a</i>	Loop through axes modes
<i>Alt+b</i>	Hide/show bounding boxes
<i>Alt+c</i>	Loop through predefined color schemes
<i>Alt+e</i>	Hide/Show element outlines for visible post-pro views

<i>Alt+f</i>	Change redraw mode (fast/full)
<i>Alt+h</i>	Hide/show all post-processing views
<i>Alt+i</i>	Hide/show all post-processing view scales
<i>Alt+l</i>	Hide/show geometry lines
<i>Alt+m</i>	Toggle visibility of all mesh entities
<i>Alt+n</i>	Hide/show all post-processing view annotations
<i>Alt+o</i>	Change projection mode (orthographic/perspective)
<i>Alt+p</i>	Hide/show geometry points
<i>Alt+r</i>	Loop through range modes for visible post-pro views
<i>Alt+s</i>	Hide/show geometry surfaces
<i>Alt+t</i>	Loop through interval modes for visible post-pro views
<i>Alt+v</i>	Hide/show geometry volumes
<i>Alt+w</i>	Enable/disable all lighting
<i>Alt+x</i>	Set X view
<i>Alt+y</i>	Set Y view
<i>Alt+z</i>	Set Z view
<i>Alt+Shift+a</i>	Hide/show small axes
<i>Alt+Shift+b</i>	Hide/show mesh volume faces
<i>Alt+Shift+c</i>	Loop through predefined colormaps
<i>Alt+Shift+d</i>	Hide/show mesh surface faces
<i>Alt+Shift+l</i>	Hide/show mesh lines
<i>Alt+Shift+p</i>	Hide/show mesh points
<i>Alt+Shift+s</i>	Hide/show mesh surface edges
<i>Alt+Shift+t</i>	Same as <i>Alt+t</i> , but with numeric mode included
<i>Alt+Shift+v</i>	Hide/show mesh volume edges
<i>Alt+Shift+x</i>	Set -X view

Alt+Shift+y
Set -Y view

Alt+Shift+z
Set -Z view

4 General tools

This chapter describes the general commands and options that can be used in Gmsh’s script files. By “general”, we mean “not specifically related to one of the geometry, mesh, solver or post-processing modules”. Commands peculiar to these modules will be introduced in [Chapter 5 \[Geometry module\], page 37](#), [Chapter 6 \[Mesh module\], page 47](#), [Chapter 7 \[Solver module\], page 75](#), and [Chapter 8 \[Post-processing module\], page 77](#), respectively.

If you plan to use Gmsh through its API (see [Appendix D \[Gmsh API\], page 251](#)) instead of the built-in scripting language, you can skip this chapter entirely.

4.1 Comments

Gmsh script files support both C and C++ style comments:

1. any text comprised between `/*` and `*/` pairs is ignored;
2. the rest of a line after a double slash `//` is ignored.

These commands won’t have the described effects inside double quotes or inside keywords. Also note that ‘white space’ (spaces, tabs, new line characters) is ignored inside all expressions.

4.2 Expressions

The two constant types used in Gmsh scripts are *real* and *string* (there is no integer type). These types have the same meaning and syntax as in the C or C++ programming languages.

4.2.1 Floating point expressions

Floating point expressions (or, more simply, “expressions”) are denoted by the metasynthetic variable *expression* (remember the definition of the syntactic rules in [Section 2.1 \[Syntactic rules\], page 9](#)), and are evaluated during the parsing of the script file:

```
expression :
    real |
    string |
    string ~ { expression }
    string [ expression ] |
    # string [ ] |
    ( expression ) |
    operator-unary-left expression |
    expression operator-unary-right |
    expression operator-binary expression |
    expression operator-ternary-left expression operator-ternary-right ex-
pression |
    built-in-function |
    real-option |
    Find(expression-list-item, expression-list-item) |
    StrFind(char-expression, char-expression) |
    StrCmp(char-expression, char-expression) |
    StrLen(char-expression) |
```

```

TextAttributes(char-expression<,char-expression...>) |
Exists(string) | Exists(string~{ expression }) |
FileExists(char-expression) |
StringToName(char-expression) | S2N(char-expression) |
GetNumber(char-expression <,expression>) |
GetValue("string", expression) |
DefineNumber(expression, onelab-options)

```

Such *expressions* are used in most of Gmsh's scripting commands. When `~{expression}` is appended to a string *string*, the result is a new string formed by the concatenation of *string*, `_` (an underscore) and the value of the *expression*. This is most useful in loops (see [Section 4.6 \[Loops and conditionals\]](#), page 29), where it permits to define unique strings automatically. For example,

```

For i In {1:3}
  x~{i} = i;
EndFor

```

is the same as

```

x_1 = 1;
x_2 = 2;
x_3 = 3;

```

The brackets `[]` permit to extract one item from a list (parentheses can also be used instead of brackets). The `#` permits to get the size of a list. The operators *operator-unary-left*, *operator-unary-right*, *operator-binary*, *operator-ternary-left* and *operator-ternary-right* are defined in [Section 4.3 \[Operators\]](#), page 25. For the definition of *built-in-functions*, see [Section 4.4 \[Built-in functions\]](#), page 27. The various *real-options* are listed in [Appendix B \[Options\]](#), page 165. `Find` searches for occurrences of the first expression in the second (both of which can be lists). `StrFind` searches the first *char-expression* for any occurrence of the second *char-expression*. `StrCmp` compares the two strings (returns an integer greater than, equal to, or less than 0, according as the first string is greater than, equal to, or less than the second string). `StrCmp` returns the length of the string. `TextAttributes` creates attributes for text strings. `Exists` checks if a variable with the given name exists (i.e., has been defined previously), and `FileExists` checks if the file with the given name exists. `StringToName` creates a name from the provided string. `GetNumber` allows to get the value of a ONELAB variable (the optional second argument is the default value returned if the variable does not exist). `GetValue` allows to ask the user for a value interactively (the second argument is the value returned in non-interactive mode). For example, inserting `GetValue("Value of parameter alpha?", 5.76)` in an input file will query the user for the value of a certain parameter alpha, assuming the default value is 5.76. If the option `General.NoPopup` is set (see [Section B.1 \[General options list\]](#), page 165), no question is asked and the default value is automatically used.

`DefineNumber` allows to define a ONELAB variable in-line. The *expression* given as the first argument is the default value; this is followed by the various ONELAB options. See <https://gitlab.onelab.info/doc/tutorials/wikis/ONELAB-syntax-for-Gmsh-and-GetDP> for more information.

List of expressions are also widely used, and are defined as:

```

expression-list:

```



```
expression-list-item <, expression-list-item> ...
```

with

```
expression-list-item:
  expression |
  expression : expression |
  expression : expression : expression |
  string [ ] | string ( ) |
  List [ string ] |
  List [ expression-list-item ] |
  List [ { expression-list } ] |
  Unique [ expression-list-item ] |
  Abs [ expression-list-item ] |
  ListFromFile [ expression-char ] |
  LinSpace[ expression, expression, expression ] |
  LogSpace[ expression, expression, expression ] |
  string [ { expression-list } ] |
  Point { expression } |
  transform |
  extrude |
  boolean |
  Point|Curve|Surface|Volume In BoundingBox { expression-list } |
  BoundingBox Point|Curve|Surface|Volume { expression-list } |
  Mass Curve|Surface|Volume { expression } |
  CenterOfMass Curve|Surface|Volume { expression } |
  Point { expression } |
  Physical Point|Curve|Surface|Volume { expression-list } |
  <Physical> Point|Curve|Surface|Volume { : } |
```

The second case in this last definition permits to create a list containing the range of numbers comprised between two *expressions*, with a unit incrementation step. The third case also permits to create a list containing the range of numbers comprised between two *expressions*, but with a positive or negative incrementation step equal to the third *expression*. The fourth, fifth and sixth cases permit to reference an expression list (parentheses can also be used instead of brackets). **Unique** sorts the entries in the list and removes all duplicates. **Abs** takes the absolute value of all entries in the list. **ListFromFile** reads a list of numbers from a file. **LinSpace** and **LogSpace** construct lists using linear or logarithmic spacing. The next two cases permit to reference an expression sublist (whose elements are those corresponding to the indices provided by the *expression-list*). The next cases permit to retrieve the indices of entities created through geometrical transformations, extrusions and boolean operations (see [Section 5.1.7 \[Transformations\]](#), page 44, [Section 5.1.5 \[Extrusions\]](#), page 42 and [Section 5.1.6 \[Boolean operations\]](#), page 43).

The next two cases allow to retrieve entities in a given bounding box, or get the bounding box of a given entity. The last five cases permit to retrieve the mass or the center of mass of an entity, the coordinates of a given geometry point (see [Section 5.1.1 \[Points\]](#), page 37), the elementary entities making up physical groups, and the tags of all (physical or elementary) points, curves, surfaces or volumes in the model. These operations all trigger a synchronization of the CAD model with the internal Gmsh model.

To see the practical use of such expressions, have a look at the first couple of examples in [Appendix A \[Tutorial\], page 135](#). Note that, in order to lighten the syntax, you can omit the braces `{}` enclosing an *expression-list* if this *expression-list* only contains a single item. Also note that a braced *expression-list* can be preceded by a minus sign in order to change the sign of all the *expression-list-items*.

For some commands it makes sense to specify all the possible expressions in a list. This is achieved with *expression-list-or-all*, defined as:

```
expression-list-or-all:
  expression-list | :
```

The meaning of “all” (`:`) depends on context. For example, `Curve { : }` will get the ids of all the existing curves in the model, while `Surface { : }` will get the ids of all existing surfaces.

4.2.2 Character expressions

Character expressions are defined as:

```
char-expression:
  "string" |
  string | string[ expression ] |
  Today | OnelabAction | GmshExecutableName |
  CurrentDirectory | CurrentDir
  StrPrefix ( char-expression ) |
  StrRelative ( char-expression ) |
  StrCat ( char-expression <,...> ) |
  Str ( char-expression <,...> ) |
  StrChoice ( expression, char-expression, char-expression ) |
  StrSub( char-expression, expression, expression ) |
  StrSub( char-expression, expression ) |
  UpperCase ( char-expression ) |
  AbsolutePath ( char-expression ) |
  DirName ( char-expression ) |
  Sprintf ( char-expression , expression-list ) |
  Sprintf ( char-expression ) |
  Sprintf ( char-option ) |
  GetEnv ( char-expression ) |
  GetString ( char-expression <,char-expression> ) |
  GetStringValue ( char-expression , char-expression ) |
  StrReplace ( char-expression , char-expression , char-expression )
  NameToString ( string ) | N2S ( string ) |
  <Physical> Point|Curve|Surface|Volume { expression } |
  DefineString(char-expression, onelab-options)
```

`Today` returns the current date. `OnelabAction` returns the current ONELAB action (e.g. check or compute). `GmshExecutableName` returns the full path of the Gmsh executable. `CurrentDirectory` and `CurrentDir` return the directory of the `.geo` file. `StrPrefix` and `StrRelative` permit to take the prefix (e.g. to remove the extension) or the relative path of a file name. `StrCat` and `Str` permit to concatenate character expressions (`Str` adds a newline character after each string except the last). `StrChoice` returns the first or second

char-expression depending on the value of *expression*. **StrSub** returns the portion of the string that starts at the character position given by the first *expression* and spans the number of characters given by the second *expression* or until the end of the string (whichever comes first; or always if the second *expression* is not provided). **UpperCase** converts the *char-expression* to upper case. **AbsolutePath** returns the absolute path of a file. **DirName** returns the directory of a file. **Sprintf** is equivalent to the **sprintf** C function (where *char-expression* is a format string that can contain floating point formatting characters: %e, %g, etc.) The various *char-options* are listed in [Appendix B \[Options\], page 165](#). **GetEnvThe** gets the value of an environment variable from the operating system. **GetString** allows to get a ONELAB string value (the second optional argument is the default value returned if the variable does not exist). **GetStringValue** asks the user for a value interactively (the second argument is the value used in non-interactive mode). **StrReplace**'s arguments are: input string, old substring, new substring (brackets can be used instead of parentheses in **Str** and **Sprintf**). **Physical Point**, etc., or **Point**, etc., retrieve the name of the physical or elementary entity, if any. **NameToString** converts a variable name into a string.

DefineString allows to define a ONELAB variable in-line. The *char-expression* given as the first argument is the default value; this is followed by the various ONELAB options. See <https://gitlab.onelab.info/doc/tutorial/wikis/ONELAB-syntax-for-Gmsh-and-GetDP> for more information.

Character expressions are mostly used to specify non-numeric options and input/output file names. See [Section A.8 \[t8.geo\], page 149](#), for an interesting usage of *char-expressions* in an animation script.

List of character expressions are defined as:

```
char-expression-list:
    char-expression <,...>
```

4.2.3 Color expressions

Colors expressions are hybrids between fixed-length braced *expression-lists* and *strings*:

```
color-expression:
    char-expression |
    { expression, expression, expression } |
    { expression, expression, expression, expression } |
    color-option
```

The first case permits to use the X Windows names to refer to colors, e.g., **Red**, **SpringGreen**, **LavenderBlush3**, ... (see [Common/Colors.h](#) in the source code for a complete list). The second case permits to define colors by using three expressions to specify their red, green and blue components (with values comprised between 0 and 255). The third case permits to define colors by using their red, green and blue color components as well as their alpha channel. The last case permits to use the value of a *color-option* as a *color-expression*. The various *color-options* are listed in [Appendix B \[Options\], page 165](#).

See [Section A.3 \[t3.geo\], page 139](#), for an example of the use of color expressions.

4.3 Operators

Gmsh's operators are similar to the corresponding operators in C and C++. Here is the list of the unary, binary and ternary operators currently implemented.

operator-unary-left:

- Unary minus.

! Logical not.

operator-unary-right:

++ Post-incrementation.

-- Post-decrementation.

operator-binary:

^ Exponentiation.

* Multiplication.

/ Division.

% Modulo.

+

Addition.

- Subtraction.

== Equality.

!= Inequality.

> Greater.

>= Greater or equality.

< Less.

<= Less or equality.

&& Logical ‘and’.

|| Logical ‘or’. (Warning: the logical ‘or’ always implies the evaluation of both arguments. That is, unlike in C or C++, the second operand of || is evaluated even if the first one is true).

operator-ternary-left:

?

operator-ternary-right:

: The only ternary operator, formed by *operator-ternary-left* and *operator-ternary-right*, returns the value of its second argument if the first argument is non-zero; otherwise it returns the value of its third argument.

The evaluation priorities are summarized below¹ (from stronger to weaker, i.e., * has a highest evaluation priority than +). Parentheses () may be used anywhere to change the order of evaluation:

1. (), [], ., #
2. ^

¹ The affectation operators are introduced in [Section 4.7 \[General commands\]](#), page 29.

3. `!, ++, --, -` (unary)
4. `*, /, %`
5. `+, -`
6. `<, >, <=, >=`
7. `==, !=`
8. `&&`
9. `||`
10. `?:`
11. `=, +=, -=, *=, /=`

4.4 Built-in functions

A built-in function is composed of an identifier followed by a pair of parentheses containing an *expression-list*, the list of its arguments. This list of arguments can also be provided in between brackets, instead of parentheses. Here is the list of the built-in functions currently implemented:

build-in-function:

Acos (*expression*)

Arc cosine (inverse cosine) of an *expression* in $[-1,1]$. Returns a value in $[0,\text{Pi}]$.

Asin (*expression*)

Arc sine (inverse sine) of an *expression* in $[-1,1]$. Returns a value in $[-\text{Pi}/2,\text{Pi}/2]$.

Atan (*expression*)

Arc tangent (inverse tangent) of *expression*. Returns a value in $[-\text{Pi}/2,\text{Pi}/2]$.

Atan2 (*expression*, *expression*)

Arc tangent (inverse tangent) of the first *expression* divided by the second. Returns a value in $[-\text{Pi},\text{Pi}]$.

Ceil (*expression*)

Rounds *expression* up to the nearest integer.

Cos (*expression*)

Cosine of *expression*.

Cosh (*expression*)

Hyperbolic cosine of *expression*.

Exp (*expression*)

Returns the value of e (the base of natural logarithms) raised to the power of *expression*.

Fabs (*expression*)

Absolute value of *expression*.

Fmod (*expression*, *expression*)

Remainder of the division of the first *expression* by the second, with the sign of the first.

Floor (*expression*)
 Rounds *expression* down to the nearest integer.

Hypot (*expression*, *expression*)
 Returns the square root of the sum of the square of its two arguments.

Log (*expression*)
 Natural logarithm of *expression* (*expression* > 0).

Log10 (*expression*)
 Base 10 logarithm of *expression* (*expression* > 0).

Modulo (*expression*, *expression*)
 see **Fmod**(*expression*, *expression*).

Rand (*expression*)
 Random number between zero and *expression*.

Round (*expression*)
 Rounds *expression* to the nearest integer.

Sqrt (*expression*)
 Square root of *expression* (*expression* >= 0).

Sin (*expression*)
 Sine of *expression*.

Sinh (*expression*)
 Hyperbolic sine of *expression*.

Tan (*expression*)
 Tangent of *expression*.

Tanh (*expression*)
 Hyperbolic tangent of *expression*.

4.5 User-defined macros

User-defined macros take no arguments, and are evaluated as if a file containing the macro body was included at the location of the **Call** statement.

Macro *string* | *char-expression*
 Begins the declaration of a user-defined macro named *string*. The body of the macro starts on the line after ‘**Macro** *string*’, and can contain any Gmsh command. A synonym for **Macro** is **Function**.

Return
 Ends the body of the current user-defined macro. Macro declarations cannot be imbricated.

Call *string* | *char-expression* ;
 Executes the body of a (previously defined) macro named *string*.

See [Section A.5 \[t5.geo\], page 143](#), for an example of a user-defined macro. A shortcoming of Gmsh’s scripting language is that all variables are “public”. Variables defined inside the body of a macro will thus be available outside, too!

4.6 Loops and conditionals

Loops and conditionals are defined as follows, and can be imbricated:

For (*expression* : *expression*)

Iterates from the value of the first *expression* to the value of the second *expression*, with a unit incrementation step. At each iteration, the commands comprised between ‘**For (*expression* : *expression*)**’ and the matching **EndFor** are executed.

For (*expression* : *expression* : *expression*)

Iterates from the value of the first *expression* to the value of the second *expression*, with a positive or negative incrementation step equal to the third *expression*. At each iteration, the commands comprised between ‘**For (*expression* : *expression* : *expression*)**’ and the matching **EndFor** are executed.

For *string* In { *expression* : *expression* }

Iterates from the value of the first *expression* to the value of the second *expression*, with a unit incrementation step. At each iteration, the value of the iterate is affected to an expression named *string*, and the commands comprised between ‘**For *string* In { *expression* : *expression* }**’ and the matching **EndFor** are executed.

For *string* In { *expression* : *expression* : *expression* }

Iterates from the value of the first *expression* to the value of the second *expression*, with a positive or negative incrementation step equal to the third *expression*. At each iteration, the value of the iterate is affected to an expression named *string*, and the commands comprised between ‘**For *string* In { *expression* : *expression* : *expression* }**’ and the matching **EndFor** are executed.

EndFor Ends a matching **For** command.

If (*expression*)

The body enclosed between ‘**If (*expression*)**’ and the matching **ElseIf**, **Else** or **EndIf**, is evaluated if *expression* is non-zero.

ElseIf (*expression*)

The body enclosed between ‘**ElseIf (*expression*)**’ and the next matching **ElseIf**, **Else** or **EndIf**, is evaluated if *expression* is non-zero and none of the *expression* of the previous matching codes **If** and **ElseIf** were non-zero.

Else The body enclosed between **Else** and the matching **EndIf** is evaluated if none of the *expression* of the previous matching codes **If** and **ElseIf** were non-zero.

EndIf Ends a matching **If** command.

See [Section A.5 \[t5.geo\]](#), page 143, for an example of **For** and **If** commands. Gmsh does not provide any **Else** (or similar) command at the time of this writing.

4.7 General commands

The following commands can be used anywhere in a Gmsh script:

`string = expression;`

Creates a new expression identifier *string*, or affects *expression* to an existing expression identifier. Thirteen expression identifiers are predefined (hardcoded in Gmsh's parser):

`Pi` Returns 3.1415926535897932.

`GMSH_MAJOR_VERSION`

Returns Gmsh's major version number.

`GMSH_MINOR_VERSION`

Returns Gmsh's minor version number.

`GMSH_PATCH_VERSION`

Returns Gmsh's patch version number.

`MPI_Size` Returns the number of processors on which Gmsh is running. It is always 1, except if you compiled Gmsh with `ENABLE_MPI` (see [Appendix C \[Compiling the source code\]](#), page 247).

`MPI_Rank` Returns the rank of the current processor.

`Cpu` Returns the current CPU time (in seconds).

`Memory` Returns the current memory usage (in Mb).

`TotalMemory`

Returns the total memory available (in Mb).

`newp` Returns the next available point tag. As explained in [Chapter 5 \[Geometry module\]](#), page 37, a unique tag must be associated with every geometrical point: `newp` permits to know the highest tag already attributed (plus one). This is mostly useful when writing user-defined macros (see [Section 4.5 \[User-defined macros\]](#), page 28) or general geometric primitives, when one does not know *a priori* which tags are already attributed, and which ones are still available.

`newl` Returns the next available curve tag.

`news` Returns the next available surface tag.

`newv` Returns the next available volume tag.

`newll` Returns the next available curve loop tag.

`news1` Returns the next available surface loop tag.

`newreg` Returns the next available region tag. That is, `newreg` returns the maximum of `newp`, `newl`, `news`, `newv`, `newll`, `news1` and all physical group tags².

`string = { };`

Creates a new expression list identifier *string* with an empty list.

² For compatibility purposes, the behavior of `newl`, `news`, `newv` and `newreg` can be modified with the `Geometry.OldNewReg` option (see [Section B.2 \[Geometry options list\]](#), page 194).

`string [] = { expression-list };`
 Creates a new expression list identifier *string* with the list *expression-list*, or affects *expression-list* to an existing expression list identifier. Parentheses are also allowed instead of square brackets; although not recommended, brackets and parentheses can also be completely omitted.

`string [{ expression-list }] = { expression-list };`
 Affects each item in the right hand side *expression-list* to the elements (indexed by the left hand side *expression-list*) of an existing expression list identifier. The two *expression-lists* must contain the same number of items. Parentheses can also be used instead of brackets.

`string += expression;`
 Adds and affects *expression* to an existing expression identifier.

`string -= expression;`
 Subtracts and affects *expression* to an existing expression identifier.

`string *= expression;`
 Multiplies and affects *expression* to an existing expression identifier.

`string /= expression;`
 Divides and affects *expression* to an existing expression identifier.

`string += { expression-list };`
 Appends *expression-list* to an existing expression list or creates a new expression list with *expression-list*.

`string -= { expression-list };`
 Removes the items in *expression-list* from the existing expression list.

`string [{ expression-list }] += { expression-list };`
 Adds and affects, item per item, the right hand side *expression-list* to an existing expression list identifier. Parentheses can also be used instead of brackets.

`string [{ expression-list }] -= { expression-list };`
 Subtracts and affects, item per item, the right hand side *expression-list* to an existing expression list identifier. Parentheses can also be used instead of brackets.

`string [{ expression-list }] *= { expression-list };`
 Multiplies and affects, item per item, the right hand side *expression-list* to an existing expression list identifier. Parentheses can also be used instead of brackets.

`string [{ expression-list }] /= { expression-list };`
 Divides and affects, item per item, the right hand side *expression-list* to an existing expression list identifier. Parentheses can also be used instead of brackets.

`string = char-expression;`
 Creates a new character expression identifier *string* with a given *char-expression*.

`string[] = Str(char-expression-list);`
 Creates a new character expression list identifier *string* with a given *char-expression-list*. Parentheses can also be used instead of brackets.

`string[] += Str(char-expression-list);`
 Appends a character expression list to an existing list. Parentheses can also be used instead of brackets.

`DefineConstant[string = expression | char-expression <, ...>];`
 Creates a new expression identifier *string*, with value *expression*, only if has not been defined before.

`DefineConstant[string = { expression | char-expression, onelab-options } <, ...>];`
 Same as the previous case, except that the variable is also exchanged with the ONELAB database if it has not been defined before. See <https://gitlab.onelab.info/doc/tutorial/wikis/ONELAB-syntax-for-Gmsh-and-GetDP> for more information.

`SetNumber(char-expression , expression);`
 Sets the value a numeric ONELAB variable *char-expression*.

`SetString(char-expression , char-expression);`
 Sets the value a string ONELAB variable *char-expression*.

`real-option = expression;`
 Affects *expression* to a real option.

`char-option = char-expression;`
 Affects *char-expression* to a character option.

`color-option = color-expression;`
 Affects *color-expression* to a color option.

`real-option += expression;`
 Adds and affects *expression* to a real option.

`real-option -= expression;`
 Subtracts and affects *expression* to a real option.

`real-option *= expression;`
 Multiplies and affects *expression* to a real option.

`real-option /= expression;`
 Divides and affects *expression* to a real option.

`Abort;` Aborts the current script.

`Exit;` Exits Gmsh.

`CreateDir char-expression;`
 Create the directory *char-expression*.

`Printf (char-expression <, expression-list>);`
 Prints a character expression in the information window and/or on the terminal. `Printf` is equivalent to the `printf` C function: *char-expression* is a

format string that can contain formatting characters (%f, %e, etc.). Note that all *expressions* are evaluated as floating point values in Gmsh (see [Section 4.2 \[Expressions\]](#), page 21), so that only valid floating point formatting characters make sense in *char-expression*. See [Section A.5 \[t5.geo\]](#), page 143, for an example of the use of `Printf`.

`Printf (char-expression , expression-list) > char-expression ;`

Same as `Printf` above, but output the expression in a file.

`Printf (char-expression , expression-list) >> char-expression ;`

Same as `Printf` above, but appends the expression at the end of the file.

`Warning|Error (char-expression <, expression-list>);`

Same as `Printf`, but raises a warning or an error.

`Merge char-expression ;`

Merges a file named *char-expression*. This command is equivalent to the ‘File->Merge’ menu in the GUI. If the path in *char-expression* is not absolute, *char-expression* is appended to the path of the current file. This operation triggers a synchronization of the CAD model with the internal Gmsh model.

`ShapeFromFile(char-expression);`

Merges a BREP, STEP or IGES file and returns the tags of the highest-dimensional entities. Only available with the OpenCASCADE geometry kernel.

`Draw;` Redraws the scene.

`SetChanged;`

Force the mesh and post-processing vertex arrays to be regenerated. Useful e.g. for creating animations with changing clipping planes, etc.

`BoundingBox;`

Recomputes the bounding box of the scene (which is normally computed only after new model entities are added or after files are included or merged). The bounding box is computed as follows:

1. If there is a mesh (i.e., at least one mesh node), the bounding box is taken as the box enclosing all the mesh nodes;
2. If there is no mesh but there is a geometry (i.e., at least one geometrical point), the bounding box is taken as the box enclosing all the geometrical points;
3. If there is no mesh and no geometry, but there are some post-processing views, the bounding box is taken as the box enclosing all the primitives in the views.

This operation triggers a synchronization of the CAD model with the internal Gmsh model.

`BoundingBox { expression, expression, expression, expression, expression, expression };`

Forces the bounding box of the scene to the given *expressions* (X min, X max, Y min, Y max, Z min, Z max).

`Delete Model;`
Deletes the current model (all model entities and their associated meshes).

`Delete Physicals;`
Deletes all physical groups.

`Delete Variables;`
Deletes all the expressions.

`Delete Options;`
Deletes the current options and revert to the default values.

`Delete string;`
Deletes the expression *string*.

`Print char-expression;`
Prints the graphic window in a file named *char-expression*, using the current `Print.Format` (see [Section B.1 \[General options list\]](#), page 165). If the path in *char-expression* is not absolute, *char-expression* is appended to the path of the current file. This operation triggers a synchronization of the CAD model with the internal Gmsh model.

`Sleep expression;`
Suspends the execution of Gmsh during *expression* seconds.

`SystemCall char-expression;`
Executes a (blocking) system call.

`NonBlockingSystemCall char-expression;`
Executes a (non-blocking) system call.

`OnelabRun (char-expression <, char-expression >)`
Runs a ONELAB client (first argument is the client name, second optional argument is the command line).

`SetName char-expression;`
Changes the name of the current model.

`SetFactory(char-expression);`
Changes the current geometry kernel (i.e. determines the CAD kernel that is used for all subsequent geometrical commands). Currently available kernels: "Built-in" and "OpenCASCADE".

`SyncModel;`
Forces an immediate transfer from the old geometrical database into the new one (this transfer normally occurs right after a file is read).

`NewModel;`
Creates a new current model.

`Include char-expression;`
Includes the file named *char-expression* at the current position in the input file. The include command should be given on a line of its own. If the path in *char-expression* is not absolute, *char-expression* is appended to the path of the current file.

4.8 General options

The list of all the general *char-options*, *real-options* and *color-options* (in that order—check the default values to see the actual types) is given in [Section B.1 \[General options list\]](#), [page 165](#). Most of these options are accessible in the GUI, but not all of them. When running Gmsh interactively, changing an option in the script file will modify the option in the GUI in real time. This permits for example to resize the graphical window in a script, or to interact with animations in the script and in the GUI at the same time.

5 Geometry module

Geometries can be constructed in Gmsh using different underlying CAD kernels. Selecting the CAD kernel in `.geo` files is done with the `SetFactory` command. In the Gmsh API, the kernel appears explicitly in all the relevant functions from the `gmsh/model` namespace, with `geo` or `occ` prefixes for the built-in and OpenCASCADE kernel, respectively.

The built-in CAD kernel (`SetFactory("Built-in")`) provides a simple CAD engine based on a bottom-up boundary representation approach: you need to first define points (using the `Point` command: see below), then curves (using `Line`, `Circle`, `Spline`, `...`, commands or by extruding points), then surfaces (using for example the `Plane Surface` or `Surface` commands, or by extruding curves), and finally volumes (using the `Volume` command or by extruding surfaces). The OpenCASCADE kernel (`SetFactory("OpenCASCADE")`) allows to build models in the same bottom-up manner, or by using a constructive solid geometry approach where solids are defined first. Boolean operations can then be performed to modify them.

These geometrical model entities are also referred to as “elementary entities” in Gmsh, and are assigned tags (strictly positive global identification numbers) when they are created:

1. each point must possess a unique tag;
2. each curve must possess a unique tag;
3. each surface must possess a unique tag;
4. each volume must possess a unique tag.

Elementary entities can then be manipulated in various ways, for example using the `Translate`, `Rotate`, `Scale` or `Symmetry` commands. They can be deleted with the `Delete` command, provided that no higher-dimension entity references them. Zero or negative tags are reserved by the system for special uses: do not use them in your scripts.

Groups of elementary entities can also be defined and are called “physical” groups. These physical groups cannot be modified by geometry commands: their only purpose is to assemble elementary entities into larger groups so that they can be referred to later as single entities. As is the case with elementary entities, each physical point, physical curve, physical surface or physical volume must be assigned a unique tag. See [Chapter 6 \[Mesh module\], page 47](#), for more information about how physical groups affect the way meshes are saved.

5.1 Geometry commands

The next subsections describe all the available geometry commands in the scripting language. For the equivalent commands in the Gmsh API, see the `gmsh/model/geo` and `gmsh/model/occ` namespaces in [Appendix D \[Gmsh API\], page 251](#).

Note that the following general syntax rule is followed for the definition of model entities: “If an *expression* defines a new entity, it is enclosed between parentheses. If an *expression* refers to a previously defined entity, it is enclosed between braces.”

5.1.1 Points

```
Point ( expression ) = { expression, expression, expression <, expression > };
```

Creates a point. The *expression* inside the parentheses is the point’s tag; the three first *expressions* inside the braces on the right hand side give the three

X, Y and Z coordinates of the point in the three-dimensional Euclidean space; the optional last *expression* sets the prescribed mesh element size at that point. See [Section 6.3.1 \[Specifying mesh element sizes\]](#), page 49, for more information about how this value is used in the meshing process.

Physical Point (*expression* | *char-expression* <, *expression*>) <+|->= { *expression-list* };

Creates a physical point. The *expression* inside the parentheses is the physical point's tag; the *expression-list* on the right hand side should contain the tags of all the elementary points that need to be grouped inside the physical point. If a *char-expression* is given instead of *expression* inside the parentheses, a string label is associated with the physical tag, which can be either provided explicitly (after the comma) or not (in which case a unique tag is automatically created).

5.1.2 Curves

Line (*expression*) = { *expression*, *expression* };

Creates a straight line segment. The *expression* inside the parentheses is the line segment's tag; the two *expressions* inside the braces on the right hand side give tags of the start and end points of the segment.

Bezier (*expression*) = { *expression-list* };

Creates a Bezier curve. The *expression-list* contains the tags of the control points.

BSpline (*expression*) = { *expression-list* };

Creates a cubic BSpline. The *expression-list* contains the tags of the control points. Creates a periodic curve if the first and last points are identical.

Spline (*expression*) = { *expression-list* };

Creates a spline going through the points in *expression-list*. With the built-in geometry kernel this constructs a Catmull-Rom spline. With the OpenCASCADE kernel, this constructs a C2 BSpline. Creates a periodic curve if the first and last points are identical.

Circle (*expression*) = { *expression*, *expression*, *expression* <, ...> };

Creates a circle arc. The three *expressions* on the right-hand-side define the start point, the center and the end point of the arc. With the built-in geometry kernel the arc should be strictly smaller than Pi. With the OpenCASCADE kernel additional *expressions* can be provided to define a full circle (4th *expression* is the radius) or a circle arc between two angles (next 2 *expressions*).

Ellipse (*expression*) = { *expression*, *expression*, *expression*, <, ...> };

Creates an ellipse arc. If four *expressions* are provided on the right-hand-side they define the start point, the center point, a point anywhere on the major axis and the end point. If the first point is a major axis point, the third *expression* can be omitted. With the OpenCASCADE kernel, if between 5 and 7 *expressions* are provided, the first three define the coordinates of the center, the next two define the major (along the x-axis) and minor radii (along the y-axis), and the next two the start and end angle. Note that OpenCASCADE

does not allow creating ellipse arcs with the major radius smaller than the minor radius.

Curve Loop (*expression*) = { *expression-list* };

Creates an oriented loop of curves, i.e. a closed wire. The *expression* inside the parentheses is the curve loop's tag; the *expression-list* on the right hand side should contain the tags of all the curves that constitute the curve loop. A curve loop must be a closed loop, and the curves should be ordered and oriented (using negative tags to specify reverse orientation). If the orientation is correct, but the ordering is wrong, Gmsh will actually reorder the list internally to create a consistent loop. Although Gmsh supports it, it is not recommended to specify multiple curve loops (or subloops) in a single **Curve Loop** command. (Curve loops are used to create surfaces: see [Section 5.1.3 \[Surfaces\]](#), page 39.)

Wire (*expression*) = { *expression-list* };

Creates a path made of curves. Wires are only available with the OpenCASCADE kernel. They are used to create **ThruSections** and extrusions along paths.

Physical Curve (*expression* | *char-expression* <, *expression*>) <+|->= { *expression-list* };

Creates a physical curve. The *expression* inside the parentheses is the physical curve's tag; the *expression-list* on the right hand side should contain the tags of all the elementary curves that need to be grouped inside the physical curve. If a *char-expression* is given instead of *expression* inside the parentheses, a string label is associated with the physical tag, which can be either provided explicitly (after the comma) or not (in which case a unique tag is automatically created). In some mesh file formats (e.g. MSH2), specifying negative tags in the *expression-list* will reverse the orientation of the mesh elements belonging to the corresponding elementary curves in the saved mesh file.

5.1.3 Surfaces

Plane Surface (*expression*) = { *expression-list* };

Creates a plane surface. The *expression* inside the parentheses is the plane surface's tag; the *expression-list* on the right hand side should contain the tags of all the curve loops defining the surface. The first curve loop defines the exterior boundary of the surface; all other curve loops define holes in the surface. A curve loop defining a hole should not have any curves in common with the exterior curve loop (in which case it is not a hole, and the two surfaces should be defined separately). Likewise, a curve loop defining a hole should not have any curves in common with another curve loop defining a hole in the same surface (in which case the two curve loops should be combined).

Surface (*expression*) = { *expression-list* } < In Sphere { *expression* } >;

Creates a surface filling. With the built-in kernel, the first curve loop should be composed of either three or four curves. With the built-in kernel, the optional **In Sphere** argument forces the surface to be a spherical patch (the extra parameter gives the tag of the center of the sphere).

Disk (*expression*) = { *expression-list* };

Creates a disk. When four expressions are provided on the right hand side (3 coordinates of the center and the radius), the disk is circular. A fifth expression defines the radius along Y, leading to an ellipse. **Disk** is only available with the OpenCASCADE kernel.

Rectangle (*expression*) = { *expression-list* };

Creates a rectangle. The 3 first expressions define the lower-left corner; the next 2 define the width and height. If a 6th expression is provided, it defines a radius to round the rectangle corners. **Rectangle** is only available with the OpenCASCADE kernel.

Surface Loop (*expression*) = { *expression-list* } < **Using Sewing** >;

Creates a surface loop (a shell). The *expression* inside the parentheses is the surface loop's tag; the *expression-list* on the right hand side should contain the tags of all the surfaces that constitute the surface loop. A surface loop must always represent a closed shell, and the surfaces should be oriented consistently (using negative tags to specify reverse orientation). (Surface loops are used to create volumes: see [Section 5.1.4 \[Volumes\]](#), page 40.) With the OpenCASCADE kernel, the optional **Using Sewing** argument allows to build a shell made of surfaces that share geometrically identical (but topologically different) curves.

Physical Surface (*expression* | *char-expression* <, *expression*>) <+|->= { *expression-list* };

Creates a physical surface. The *expression* inside the parentheses is the physical surface's tag; the *expression-list* on the right hand side should contain the tags of all the elementary surfaces that need to be grouped inside the physical surface. If a *char-expression* is given instead instead of *expression* inside the parentheses, a string label is associated with the physical tag, which can be either provided explicitly (after the comma) or not (in which case a unique tag is automatically created). In some mesh file formats (e.g. MSH2), specifying negative tags in the *expression-list* will reverse the orientation of the mesh elements belonging to the corresponding elementary surfaces in the saved mesh file.

5.1.4 Volumes

Volume (*expression*) = { *expression-list* };

Creates a volume. The *expression* inside the parentheses is the volume's tag; the *expression-list* on the right hand side should contain the tags of all the surface loops defining the volume. The first surface loop defines the exterior boundary of the volume; all other surface loops define holes in the volume. A surface loop defining a hole should not have any surfaces in common with the exterior surface loop (in which case it is not a hole, and the two volumes should be defined separately). Likewise, a surface loop defining a hole should not have any surfaces in common with another surface loop defining a hole in the same volume (in which case the two surface loops should be combined).

Sphere (*expression*) = { *expression-list* };

Creates a sphere, defined by the 3 coordinates of its center and a radius. Additional expressions define 3 angle limits. **Sphere** is only available with the OpenCASCADE kernel.

Box (*expression*) = { *expression-list* };

Creates a box, defined by the 3 coordinates of a point and the 3 extents. **Box** is only available with the OpenCASCADE kernel.

Cylinder (*expression*) = { *expression-list* };

Creates a cylinder, defined by the 3 coordinates of the center of the first circular face, the 3 components of the vector defining its axis and its radius. An additional expression defines the angular opening. **Cylinder** is only available with the OpenCASCADE kernel.

Torus (*expression*) = { *expression-list* };

Creates a torus, defined by the 3 coordinates of its center and 2 radii. An additional expression defines the angular opening. **Torus** is only available with the OpenCASCADE kernel.

Cone (*expression*) = { *expression-list* };

Creates a cone, defined by the 3 coordinates of the center of the first circular face, the 3 components of the vector defining its axis and the two radii of the faces (these radii can be zero). An additional expression defines the angular opening. **Cone** is only available with the OpenCASCADE kernel.

Wedge (*expression*) = { *expression-list* };

Creates a right angular wedge, defined by the 3 coordinates of the right-angle point and the 3 extends. An additional parameter defines the top X extent (zero by default). **Wedge** is only available with the OpenCASCADE kernel.

ThruSections (*expression*) = { *expression-list* };

Creates a volume defined through curve loops. **ThruSections** is only available with the OpenCASCADE kernel.

Ruled ThruSections (*expression*) = { *expression-list* };

Same as **ThruSections**, but the surfaces created on the boundary are forced to be ruled. **Ruled ThruSections** is only available with the OpenCASCADE kernel.

Physical Volume (*expression* | *char-expression* <, *expression*>) <+|->= { *expression-list* };

Creates a physical volume. The *expression* inside the parentheses is the physical volume's tag; the *expression-list* on the right hand side should contain the tags of all the elementary volumes that need to be grouped inside the physical volume. If a *char-expression* is given instead instead of *expression* inside the parentheses, a string label is associated with the physical tag, which can be either provided explicitly (after the comma) or not (in which case a unique tag is automatically created).

5.1.5 Extrusions

Curves, surfaces and volumes can also be created through extrusion of points, curves and surfaces, respectively. Here is the syntax of the geometrical extrusion commands (go to [Section 6.3.2 \[Structured grids\]](#), page 67, to see how these commands can be extended in order to also extrude the mesh):

extrude:

Extrude { *expression-list* } { *extrude-list* }

Extrudes all elementary entities (points, curves or surfaces) in *extrude-list* using a translation. The *expression-list* should contain three *expressions* giving the X, Y and Z components of the translation vector.

Extrude { { *expression-list* }, { *expression-list* }, *expression* } { *extrude-list* }

Extrudes all elementary entities (points, curves or surfaces) in *extrude-list* using a rotation. The first *expression-list* should contain three *expressions* giving the X, Y and Z direction of the rotation axis; the second *expression-list* should contain three *expressions* giving the X, Y and Z components of any point on this axis; the last *expression* should contain the rotation angle (in radians). With the built-in geometry kernel the angle should be strictly smaller than Pi.

Extrude { { *expression-list* }, { *expression-list* }, { *expression-list* }, *expression* } { *extrude-list* }

Extrudes all elementary entities (points, curves or surfaces) in *extrude-list* using a translation combined with a rotation (to produce a “twist”). The first *expression-list* should contain three *expressions* giving the X, Y and Z components of the translation vector; the second *expression-list* should contain three *expressions* giving the X, Y and Z direction of the rotation axis, which should match the direction of the translation; the third *expression-list* should contain three *expressions* giving the X, Y and Z components of any point on this axis; the last *expression* should contain the rotation angle (in radians). With the built-in geometry kernel the angle should be strictly smaller than Pi.

Extrude { *extrude-list* }

Extrudes entities in *extrude-list* using a translation along their normal. Only available with the built-in geometry kernel.

Extrude { *extrude-list* } Using Wire { *expression-list* }

Extrudes entities in *extrude-list* along the give wire. Only available with the OpenCASCADE geometry kernel.

ThruSections { *expression-list* }

Creates surfaces through the given curve loops or wires. **ThruSections** is only available with the OpenCASCADE kernel.

Ruled ThruSections { *expression-list* }

Creates ruled surfaces through the given curve loops or wires. **Ruled ThruSections** is only available with the OpenCASCADE kernel.

Fillet { *expression-list* } { *expression-list* } { *expression-list* }

Fillets volumes (first list) on some curves (second list), using the provided radii (third list). The radius list can either contain a single radius, as many radii as

curves, or twice as many as curves (in which case different radii are provided for the begin and end points of the curves). `Fillet` is only available with the OpenCASCADE kernel.

```
Chamfer { expression-list } { expression-list } { expression-list } {
expression-list }
```

Chamfer volumes (first list) on some curves (second list), using the provided distance (fourth list) measured on the given surfaces (third list). The distance list can either contain a single distance, as many distances as curves, or twice as many as curves (in which case the first in each pair is measured on the given corresponding surface). `Chamfer` is only available with the OpenCASCADE kernel.

with

```
extrude-list:
```

```
<Physical> Point | Curve | Surface { expression-list-or-all }; ...
```

As explained in [Section 4.2.1 \[Floating point expressions\]](#), page 21, `extrude` can be used in an expression, in which case it returns a list of tags. By default, the list contains the “top” of the extruded entity at index 0 and the extruded entity at index 1, followed by the “sides” of the extruded entity at indices 2, 3, etc. For example:

```
Point(1) = {0,0,0};
Point(2) = {1,0,0};
Line(1) = {1, 2};
out[] = Extrude{0,1,0}{ Curve{1}; };
Printf("top curve = %g", out[0]);
Printf("surface = %g", out[1]);
Printf("side curves = %g and %g", out[2], out[3]);
```

This behaviour can be changed with the `Geometry.ExtrudeReturnLateralEntities` option (see [Section B.2 \[Geometry options list\]](#), page 194).

5.1.6 Boolean operations

Boolean operations can be applied on curves, surfaces and volumes. All boolean operation act on two lists of elementary entities. The first list represents the object; the second represents the tool. The general syntax for boolean operations is as follows:

boolean:

```
BooleanIntersection { boolean-list } { boolean-list }
```

Computes the intersection of the object and the tool.

```
BooleanUnion { boolean-list } { boolean-list }
```

Computes the union of the object and the tool.

```
BooleanDifference { boolean-list } { boolean-list }
```

Subtract the tool from the object.

```
BooleanFragments { boolean-list } { boolean-list }
```

Computes all the fragments resulting from the intersection of the entities in the object and in the tool, and makes all interfaces unique.

with

```

boolean-list:
    <Physical> Curve | Surface | Volume { expression-list-or-all }; ... |
    Delete ;

```

If `Delete` is specified in the *boolean-list*, the tool and/or the object is deleted.

As explained in [Section 4.2.1 \[Floating point expressions\]](#), page 21, *boolean* can be used in an expression, in which case it returns the list of tags of the highest dimensional entities created by the boolean operation. See [demos/boolean](#) for examples.

An alternative syntax exists for boolean operations, which can be used when it is known beforehand that the operation will result in a single (highest-dimensional) entity:

boolean-explicit:

```

BooleanIntersection ( expression ) = { boolean-list } { boolean-list };
    Computes the intersection of the object and the tool and assign the result the
    tag expression.

```

```

BooleanUnion { boolean-list } { boolean-list }
    Computes the union of the object and the tool and assign the result the tag
    expression.

```

```

BooleanDifference { boolean-list } { boolean-list }
    Subtract the tool from the object and assign the result the tag expression.

```

Again, see [demos/boolean](#) for examples.

Boolean operations are only available with the OpenCASCADE geometry kernel.

5.1.7 Transformations

Geometrical transformations can be applied to elementary entities, or to copies of elementary entities (using the `Duplicata` command: see below). The syntax of the transformation commands is:

transform:

```

Dilate { { expression-list }, expression } { transform-list }
    Scales all elementary entities in transform-list by a factor expression. The
    expression-list should contain three expressions giving the X, Y, and Z coordi-
    nates of the center of the homothetic transformation.

```

```

Dilate { { expression-list }, { expression, expression, expression } } {
transform-list }
    Scales all elementary entities in transform-list using different factors along X,
    Y and Z (the three expressions). The expression-list should contain three
    expressions giving the X, Y, and Z coordinates of the center of the homoth-
    etic transformation.

```

```

Rotate { { expression-list }, { expression-list }, expression } {
transform-list }
    Rotates all elementary entities in transform-list by an angle of expression radi-
    ans. The first expression-list should contain three expressions giving the X, Y
    and Z direction of the rotation axis; the second expression-list should contain
    three expressions giving the X, Y and Z components of any point on this axis.

```

Symmetry { *expression-list* } { *transform-list* }
 Transforms all elementary entities symmetrically to a plane. The *expression-list* should contain four *expressions* giving the coefficients of the plane's equation.

Affine { *expression-list* } { *transform-list* }
 Applies a 4 x 4 affine transformation matrix (16 entries given by row; only 12 can be provided for convenience) to all elementary entities. Currently only available with the OpenCASCADE kernel.

Translate { *expression-list* } { *transform-list* }
 Translates all elementary entities in *transform-list*. The *expression-list* should contain three *expressions* giving the X, Y and Z components of the translation vector.

Boundary { *transform-list* }
 (Not a transformation per-se.) Returns the entities on the boundary of the elementary entities in *transform-list*, with signs indicating their orientation in the boundary. To get unsigned tags (e.g. to reuse the output in other commands), apply the **Abs** function on the returned list. This operation triggers a synchronization of the CAD model with the internal Gmsh model.

CombinedBoundary { *transform-list* }
 (Not a transformation per-se.) Returns the boundary of the elementary entities, combined as if a single entity, in *transform-list*. Useful to compute the boundary of a complex part. This operation triggers a synchronization of the CAD model with the internal Gmsh model.

PointsOf { *transform-list* }
 (Not a transformation per-se.) Returns all the geometrical points on the boundary of the elementary entities. Useful to compute the boundary of a complex part. This operation triggers a synchronization of the CAD model with the internal Gmsh model.

with

```
transform-list:
  <Physical> Point | Curve | Surface | Volume { expression-list-or-all }; ... |
  Duplicata { <Physical> Point | Curve | Surface | Volume { expression-
list-or-all }; ... } |
  transform
```

5.1.8 Miscellaneous

Here is a list of all other geometry commands currently available:

Coherence;

Removes all duplicate elementary entities (e.g., points having identical coordinates). Note that with the built-in geometry kernel Gmsh executes the **Coherence** command automatically after each geometrical transformation, unless **Geometry.AutoCoherence** is set to zero (see [Section B.2 \[Geometry options list\]](#), page 194). With the OpenCASCADE geometry kernel, **Coherence** is simply a shortcut for a **BooleanFragments** operation on all entities.


```
< Recursive > Delete { <Physical> Point | Curve | Surface | Volume {
expression-list-or-all }; ... }
```

Deletes all elementary entities whose tags are given in *expression-list-or-all*. If an entity is linked to another entity (for example, if a point is used as a control point of a curve), **Delete** has no effect (the curve will have to be deleted before the point can). The **Recursive** variant deletes the entities as well as all its sub-entities of lower dimension. This operation triggers a synchronization of the CAD model with the internal Gmsh model.

```
Delete Embedded { <Physical> Point | Curve | Surface | Volume {
expression-list-or-all }; ... }
```

Deletes all the embedded entities in the elementary entities whose tags are given in *expression-list-or-all*. This operation triggers a synchronization of the CAD model with the internal Gmsh model.

```
< Recursive > Hide { <Physical> Point | Curve | Surface | Volume {
expression-list-or-all }; ... }
```

Hide the entities listed in *expression-list-or-all*, if **General.VisibilityMode** is set to 0 or 1.

```
Hide { : }
```

Hide all entities, if **General.VisibilityMode** is set to 0 or 1.

```
< Recursive > Show { <Physical> Point | Curve | Surface | Volume {
expression-list-or-all }; ... }
```

Show the entities listed in *expression-list-or-all*, if **General.VisibilityMode** is set to 0 or 1.

```
Show { : }
```

Show all entities, if **General.VisibilityMode** is set to 0 or 1.

5.2 Geometry options

The list of all the options that control the behavior of geometry commands, as well as the way model entities are handled in the GUI, is given in [Section B.2 \[Geometry options list\]](#), [page 194](#).

6 Mesh module

Gmsh’s mesh module regroups several 1D, 2D and 3D meshing algorithms, all producing grids conforming in the sense of finite elements (see [Section 1.2 \[Mesh\]](#), page 5):

- The 2D *unstructured* algorithms generate triangles and/or quadrangles (when recombination commands or options are used). The 3D *unstructured* algorithms generate tetrahedra, or tetrahedra and pyramids (when the boundary mesh contains quadrangles).
- The 2D *structured* algorithms (transfinite and extrusion) generate triangles by default, but quadrangles can be obtained by using the **Recombine** commands (see [Section 6.3.2 \[Structured grids\]](#), page 67, and [Section 6.3.3 \[Miscellaneous mesh commands\]](#), page 70). The 3D *structured* algorithms generate tetrahedra, hexahedra, prisms and pyramids, depending on the type of the surface meshes they are based on.

All meshes can be subdivided to generate fully quadrangular or fully hexahedral meshes with the `Mesh.SubdivisionAlgorithm` option (see [Section B.3 \[Mesh options list\]](#), page 202).

6.1 Choosing the right unstructured algorithm

Gmsh provides a choice between several 2D and 3D unstructured algorithms. Each algorithm has its own advantages and disadvantages.

For all 2D unstructured algorithms a Delaunay mesh that contains all the points of the 1D mesh is initially constructed using a divide-and-conquer algorithm¹. Missing edges are recovered using edge swaps². After this initial step several algorithms can be applied to generate the final mesh:

- The “MeshAdapt” algorithm³ is based on local mesh modifications. This technique makes use of edge swaps, splits, and collapses: long edges are split, short edges are collapsed, and edges are swapped if a better geometrical configuration is obtained.
- The “Delaunay” algorithm is inspired by the work of the GAMMA team at INRIA⁴. New points are inserted sequentially at the circumcenter of the element that has the largest adimensional circumradius. The mesh is then reconnected using an anisotropic Delaunay criterion.
- The “Frontal-Delaunay” algorithm is inspired by the work of S. Rebay⁵.

¹ R. A. Dwyer, *A simple divide-and-conquer algorithm for computing Delaunay triangulations in $O(n \log n)$ expected time*, In Proceedings of the second annual symposium on computational geometry, Yorktown Heights, 2–4 June 1986.

² N. P. Weatherill, *The integrity of geometrical boundaries in the two-dimensional Delaunay triangulation*, Commun. Appl. Numer. Methods 6(2), pp. 101–109, 1990.

³ C. Geuzaine and J.-F. Remacle, *Gmsh: a three-dimensional finite element mesh generator with built-in pre- and post-processing facilities*, International Journal for Numerical Methods in Engineering 79(11), pp. 1309–1331, 2009.

⁴ P.-L. George and P. Frey, *Mesh generation*, Hermes, Lyon, 2000.

⁵ S. Rebay, *Efficient unstructured mesh generation by means of Delaunay triangulation and Bowyer-Watson algorithm*, J. Comput. Phys. 106, pp. 25–138, 1993.

- Other experimental algorithms with specific features are also available. In particular, “Frontal-Delaunay for Quads”⁶ is a variant of the “Frontal-Delaunay” algorithm aiming at generating right-angle triangles suitable for recombination; and “BAMG”⁷ allows to generate anisotropic triangulations.

For very complex curved surfaces the “MeshAdapt” algorithm is the most robust. When high element quality is important, the “Delaunay-Frontal” algorithm should be tried. For very large meshes of plane surfaces the “Delaunay” algorithm is the fastest. The “Automatic” algorithm tries to select the best algorithm automatically for each surface in the model: “Delaunay” for plane surfaces and “MeshAdapt” for all other surfaces. When the “Delaunay” or “Frontal-Delaunay” algorithms fail, “MeshAdapt” is automatically triggered. Several 3D unstructured algorithms are also available:

- The “Delaunay” algorithm is split into three separate steps. First, an initial mesh of the union of all the volumes in the model is performed, without inserting points in the volume. The surface mesh is then recovered using H. Si’s boundary recovery algorithm Tetgen/BR. Then a three-dimensional version of the 2D Delaunay algorithm described above is applied to insert points in the volume to respect the mesh size constraints.
- The “Frontal” algorithm uses J. Schoeberl’s Netgen algorithm⁸.
- The “HXT” algorithm⁹ is a new efficient and parallel reimplementaton of the Delaunay algorithm.
- Other experimental algorithms with specific features are also available. In particular, “MMG3D”¹⁰ allows to generate anisotropic tetrahedralizations.

The “Delaunay” algorithm is currently the most robust and is the only one that supports embedded model entities, the `Field` mechanism to specify element sizes (see [Section 6.3.1 \[Specifying mesh element sizes\]](#), page 49) and the automatic generation of hybrid meshes with pyramids.

If your version of Gmsh is compiled with OpenMP support (see [Appendix C \[Compiling the source code\]](#), page 247), most of the meshing steps can be performed in parallel:

- 1D and 2D meshing is parallelized using a coarse-grain approach, i.e. curves (resp. surfaces) are each meshed sequentially, but several curves (resp. surfaces) can be meshed at the same time.
- 3D meshing using HXT is parallelized using a fine-grained approach, i.e. the actual meshing procedure for a single volume is done in parallel.

The number of threads can be controlled with the `-nt` flag on the command line (see [Section 3.3 \[Command-line options\]](#), page 12), or with the `General.NumThreads`, `Mesh.MaxNumThreads1D`, `Mesh.MaxNumThreads2D` and `Mesh.MaxNumThreads3D` options

⁶ J.-F. Remacle, F. Henrotte, T. Carrier-Baudouin, E. Bchet, E. Marchandise, C. Geuzaine and T. Mouton, *A frontal Delaunay quad mesh generator using the Linf norm*, International Journal for Numerical Methods in Engineering, 94(5), pp. 494-512, 2013.

⁷ F. Hecht, *BAMG: bidimensional anisotropic mesh generator*, User Guide, INRIA, Rocquencourt, 1998.

⁸ J. Schoeberl, *Netgen, an advancing front 2d/3d-mesh generator based on abstract rules*, Comput. Visual. Sci., 1, pp. 41-52, 1997.

⁹ C. Marot, J. Pellerin and J.F. Remacle, *One machine, one minute, three billion tetrahedra*, International Journal for Numerical Methods in Engineering 117.9, pp 967-990, 2019.

¹⁰ C. Dobrzynski, *MMG3D: user guide*, INRIA, 2012.

(see [Section B.1 \[General options list\]](#), page 165 and [Section B.3 \[Mesh options list\]](#), page 202).

6.2 Elementary entities vs. physical groups

It is usually convenient to combine elementary geometrical entities into more meaningful groups, e.g. to define some mathematical (“domain”, “boundary with Neumann condition”), functional (“left wing”, “fuselage”) or material (“steel”, “carbon”) properties. Such grouping is done in Gmsh’s geometry module (see [Chapter 5 \[Geometry module\]](#), page 37) through “physical groups”.

By default in the MSH file format (see [Chapter 9 \[File formats\]](#), page 111), if physical groups are defined, the output mesh only contains those elements that belong to at least one physical group. (Other file formats each treat physical groups in slightly different ways, depending on their capability to define groups.)

To save all mesh element whether or not physical groups are defined, use the `Mesh.SaveAll` option (see [Section B.3 \[Mesh options list\]](#), page 202) or specify `-save_all` on the command line.

6.3 Mesh commands

The mesh module commands allow to modify the mesh element sizes and specify structured grid parameters. Certain mesh “actions” (i.e., “mesh the curves”, “mesh the surfaces” and “mesh the volumes”) can also be specified in the script files but are usually performed either in the GUI or on the command line (see [Chapter 3 \[Running Gmsh on your system\]](#), page 11, and [Section 3.3 \[Command-line options\]](#), page 12).

In the Gmsh API, the mesh commands are available in the `gmsh/model/mesh` module (see [Appendix D \[Gmsh API\]](#), page 251).

6.3.1 Specifying mesh element sizes

There are several ways to specify the size of the mesh elements for a given geometry:

1. First, if the two options `Mesh.CharacteristicLengthFromPoints` and `Mesh.CharacteristicLengthExtendFromBoundary` are set (they are by default; see [Section B.3 \[Mesh options list\]](#), page 202), you can simply specify desired mesh element sizes at the geometrical points of the model (with the `Point` command: see [Section 5.1.1 \[Points\]](#), page 37). The size of the mesh elements will then be computed by interpolating these values inside the domain during mesh generation. This might sometimes lead to over-refinement in some areas, so that you may have to add “dummy” geometrical entities in the model in order to get the desired element sizes or use more advanced methods explained below.
2. Second, if `Mesh.CharacteristicLengthFromCurvature` is set (it is not by default), the mesh will be adapted with respect to the curvature of the model entities and the value of `Mesh.MinimumCirclePoints`, which gives the number of points per 2π radians.
3. Finally, you can specify a general background mesh size, expressed as a combination of so-called mesh size fields:
 - The `Box` field specifies the size of the elements inside and outside of a parallelepipedic region.

- The **Distance** field specifies the size of the mesh according to the distance to some model entities.
- The **MathEval** field specifies the size of the mesh using an explicit mathematical function.
- The **PostView** field specifies an explicit background mesh in the form of a scalar post-processing view (see [Section 8.1 \[Post-processing commands\]](#), [page 78](#), and [Chapter 9 \[File formats\]](#), [page 111](#)) in which the nodal values are the target element sizes. This method is very general but it requires a first (usually rough) mesh and a way to compute the target sizes on this mesh (usually through an error estimation procedure, in an iterative process of mesh adaptation). Warning: only parsed (`.pos`) files can currently be used as background meshes (`.msh` files cannot be used, since the mesh used to define the field will be destroyed during the meshing process). (Note that you can also load a background mesh directly from the command line using the `-bgm` option (see [Section 3.3 \[Command-line options\]](#), [page 12](#)), or in the GUI by selecting ‘Apply as background mesh’ in the post-processing view option menu.)
- The **Min** field specifies the size as the minimum of the sizes computed using other fields.
- ...

The list of available fields with their options is given below. An example is available in [Section A.10 \[t10.geo\]](#), [page 154](#).

The three aforementioned methods can be used simultaneously, in which case the smallest element size is selected at any given point. In addition, boundary mesh sizes (on curves or surfaces) are interpolated inside the enclosed entity (surface or volume, respectively) if the option `Mesh.CharacteristicLengthExtendFromBoundary` is set (it is by default).

All element sizes are further constrained in the interval `[Mesh.CharacteristicLengthMin, Mesh.CharacteristicLengthMax]` (which can also be provided on the command line with `-clmin` and `-clmax`). The resulting value is then finally multiplied by `Mesh.CharacteristicLengthFactor` (`-clscale` on the command line).

Note that when the element size is fully specified by a background mesh field, it is thus often desirable to set

```
Mesh.CharacteristicLengthFromPoints = 0;
Mesh.CharacteristicLengthFromCurvature = 0;
Mesh.CharacteristicLengthExtendFromBoundary = 0;
```

to prevent over-refinement inside an entity due to small mesh sizes on its boundary.

Here are the mesh commands that are related to the specification of mesh element sizes:

Characteristic Length { *expression-list* } = *expression*;

Modify the prescribed mesh element size of the points whose tags are listed in *expression-list*. The new value is given by *expression*.

Field[*expression*] = *string*;

Create a new field (with tag *expression*), of type *string*.

Field[*expression*].*string* = *char-expression* | *expression* | *expression-list*;

Set the option *string* of the *expression*-th field.

Background Field = *expression*;

Select the *expression*-th field as the one used to compute element sizes. Only one background field can be given; if you want to combine several field, use the **Min** or **Max** field (see below).

Here is the list of all available fields with their associated options:

Attractor

Compute the distance from the nearest node in a list. It can also be used to compute the distance from curves, in which case each curve is replaced by NN-odesByEdge equidistant nodes and the distance from those nodes is computed. Attractor is deprecated: use Distance instead.

Options:

EdgesList

Tags of curves in the geometric model

type: list

default value: {}

FacesList

Tags of surfaces in the geometric model (Warning, this feature is still experimental. It might (read: will probably) give wrong results for complex surfaces)

type: list

default value: {}

FieldX

Id of the field to use as x coordinate.

type: integer

default value: -1

FieldY

Id of the field to use as y coordinate.

type: integer

default value: -1

FieldZ

Id of the field to use as z coordinate.

type: integer

default value: -1

NNodesByEdge

Number of nodes used to discretized each curve

type: integer

default value: 20

NodesList

Tags of points in the geometric model

type: list

default value: {}

AttractorAnisoCurve

Compute the distance from the nearest curve in a list. Then the mesh size can be specified independently in the direction normal to the curve and in

the direction parallel to the curve (Each curve is replaced by NNodesByEdge equidistant nodes and the distance from those nodes is computed.)

Options:

EdgesList

Tags of curves in the geometric model

type: list

default value: {}

NNodesByEdge

Number of nodes used to discretized each curve

type: integer

default value: 20

dMax

Maximum distance, above this distance from the curves, prescribe the maximum mesh sizes.

type: float

default value: 0.5

dMin

Minimum distance, below this distance from the curves, prescribe the minimum mesh sizes.

type: float

default value: 0.1

lMaxNormal

Maximum mesh size in the direction normal to the closest curve.

type: float

default value: 0.5

lMaxTangent

Maximum mesh size in the direction tangent to the closest curve.

type: float

default value: 0.5

lMinNormal

Minimum mesh size in the direction normal to the closest curve.

type: float

default value: 0.05

lMinTangent

Minimum mesh size in the direction tangent to the closest curve.

type: float

default value: 0.5

AutomaticMeshSizeField

Compute a mesh size field that is quite automatic Takes into account surface curvatures and closeness of objects

Options:

	NRefine Initial refinement level for the octree type: integer default value: 5
	gradientMax Maximun gradient of the size field type: float default value: 1.4
	hBulk Size everywhere no size is prescribed type: float default value: 0.1
	nPointsPerCircle Number of points per circle (adapt to curvature of surfaces) type: integer default value: 55
	nPointsPerGap Number of points in thin layers type: integer default value: 5
Ball	The value of this field is VIn inside a spherical ball, VOut outside. The ball is defined by $ dX ^2 < R^2 \ \&\&$ $dX = (X - XC)^2 + (Y - YC)^2 + (Z - ZC)^2$ If Thickness is > 0, the mesh size is interpolated between VIn and VOut in a layer around the ball of the prescribed thickness. Options:
	Radius Radius type: float default value: 0
	Thickness Thickness of a transition layer outside the ball type: float default value: 0
	VIn Value inside the ball type: float default value: 0
	VOut Value outside the ball type: float default value: 0

XCenter X coordinate of the ball center
 type: float
 default value: 0

YCenter Y coordinate of the ball center
 type: float
 default value: 0

ZCenter Z coordinate of the ball center
 type: float
 default value: 0

BoundaryLayer

$h_{wall} * \text{ratio}^{(dist/h_{wall})}$
 Options:

AnisoMax Threshold angle for creating a mesh fan in the boundary layer
 type: float
 default value: 10000000000

EdgesList
 Tags of curves in the geometric model for which a boundary layer is needed
 type: list
 default value: {}

ExcludedFaceList
 Tags of surfaces in the geometric model where the boundary layer should not be applied
 type: list
 default value: {}

FanNodesList
 Tags of points in the geometric model for which a fan is created
 type: list
 default value: {}

IntersectMetrics
 Intersect metrics of all faces
 type: integer
 default value: 0

NodesList
 Tags of points in the geometric model for which a boundary layer ends
 type: list
 default value: {}

Quads Generate recombined elements in the boundary layer
 type: integer
 default value: 0

hfar	Element size far from the wall type: float default value: 1
hwall_n	Mesh Size Normal to the The Wall type: float default value: 0.1
hwall_n_nodes	Mesh Size Normal to the The Wall at nodes (overwrite hwall_n when defined) type: list_double default value: {}
ratio	Size Ratio Between Two Successive Layers type: float default value: 1.1
thickness	Maximal thickness of the boundary layer type: float default value: 0.01

Box The value of this field is VIn inside the box, VOut outside the box. The box is defined by

Xmin <= x <= XMax &&
YMin <= y <= YMax &&
ZMin <= z <= ZMax

If Thickness is > 0, the mesh size is interpolated between VIn and VOut in a layer around the box of the prescribed thickness.

Options:

Thickness	Thickness of a transition layer outside the box type: float default value: 0
VIn	Value inside the box type: float default value: 0
VOut	Value outside the box type: float default value: 0
XMax	Maximum X coordinate of the box type: float default value: 0

XMin	Minimum X coordinate of the box type: float default value: 0
YMax	Maximum Y coordinate of the box type: float default value: 0
YMin	Minimum Y coordinate of the box type: float default value: 0
ZMax	Maximum Z coordinate of the box type: float default value: 0
ZMin	Minimum Z coordinate of the box type: float default value: 0

Curvature

Compute the curvature of Field[IField]:

$F = \text{div}(\text{norm}(\text{grad}(\text{Field}[\text{IField}])))$

Options:

Delta	Step of the finite differences type: float default value: 0
IField	Field index type: integer default value: 1

Cylinder The value of this field is VIn inside a frustrated cylinder, VOut outside. The cylinder is given by

$||dX||^2 < R^2 \ \&\&$
 $(X-X0).A < ||A||^2$
 $dX = (X - X0) - ((X - X0).A)/(||A||^2) \cdot A$
 Options:

Radius	Radius type: float default value: 0
VIn	Value inside the cylinder type: float default value: 0

VOut	Value outside the cylinder type: float default value: 0
XAxis	X component of the cylinder axis type: float default value: 0
XCenter	X coordinate of the cylinder center type: float default value: 0
YAxis	Y component of the cylinder axis type: float default value: 0
YCenter	Y coordinate of the cylinder center type: float default value: 0
ZAxis	Z component of the cylinder axis type: float default value: 1
ZCenter	Z coordinate of the cylinder center type: float default value: 0
Distance	Compute the distance from the nearest node in a list. It can also be used to compute the distance from curves, in which case each curve is replaced by NN-nodesByEdge equidistant nodes and the distance from those nodes is computed. Options:
EdgesList	Tags of curves in the geometric model type: list default value: {}
FacesList	Tags of surfaces in the geometric model (Warning, this feature is still experimental. It might (read: will probably) give wrong results for complex surfaces) type: list default value: {}
FieldX	Id of the field to use as x coordinate. type: integer default value: -1
FieldY	Id of the field to use as y coordinate. type: integer default value: -1

FieldZ Id of the field to use as z coordinate.
 type: integer
 default value: -1

NNodesByEdge
 Number of nodes used to discretized each curve
 type: integer
 default value: 20

NodesList
 Tags of points in the geometric model
 type: list
 default value: {}

ExternalProcess

****This Field is experimental****

Call an external process that received coordinates triple (x,y,z) as binary double precision numbers on stdin and is supposed to write the field value on stdout as a binary double precision number.

NaN,NaN,NaN is sent as coordinate to indicate the end of the process.

Example of client (python2):

```
import os
import struct
import math
import sys
if sys.platform == "win32" :
import msvcrt
msvcrt.setmode(0, os.O_BINARY)
msvcrt.setmode(1, os.O_BINARY)
while(True):
----xyz = struct.unpack("ddd", os.read(0,24))
----if math.isnan(xyz[0]):
-----break
----f = 0.001 + xyz[1]*0.009
----os.write(1,struct.pack("d",f))
```

Example of client (python3):

```
import struct
import sys
import math
while(True):
----xyz = struct.unpack("ddd", sys.stdin.buffer.read(24))
----if math.isnan(xyz[0]):
-----break
----f = 0.001 + xyz[1]*0.009
----sys.stdout.buffer.write(struct.pack("d",f))
----sys.stdout.flush()
```

Example of client (c, unix):

```
#include <unistd.h>
int main(int argc, char **argv) {
    __double xyz[3];
    __while(read(STDIN_FILENO, &xyz, 3*sizeof(double)) == 3*sizeof(double))
    {
        ____if (xyz[0] != xyz[0]) break; //nan
        ____double f = 0.001 + 0.009 * xyz[1];
        ____write(STDOUT_FILENO, &f, sizeof(double));
        __}
    __return 0;
}
```

Example of client (c, windows):

```
#include <stdio.h>
#include <io.h>
#include <fcntl.h>
int main(int argc, char **argv) {
    __double xyz[3];
    __setmode(fileno(stdin), O_BINARY);
    __setmode(fileno(stdout), O_BINARY);
    __while(read(fileno(stdin), &xyz, 3*sizeof(double)) == 3*sizeof(double)) {
        ____if (xyz[0] != xyz[0])
            _____break;
        ____double f = f = 0.01 + 0.09 * xyz[1];
        ____write(fileno(stdout), &f, sizeof(double));
        __}
}
```

Options:

CommandLine

Command line to launch.

type: string

default value: ""

Frustum This field is an extended cylinder with inner (i) and outer (o) radiuses on both endpoints (1 and 2). Length scale is bilinearly interpolated between these locations (inner and outer radiuses, endpoints 1 and 2) The field values for a point P are given by : $u = \frac{P1P \cdot P1P2}{||P1P2||}$ $r = ||P1P - u \cdot P1P2||$ $Ri = (1-u) \cdot R1i + u \cdot R2i$ $Ro = (1-u) \cdot R1o + u \cdot R2o$ $v = \frac{(r-Ri)}{(Ro-Ri)}$ $lc = (1-v) \cdot ((1-u) \cdot v1i + u \cdot v2i) + v \cdot ((1-u) \cdot v1o + u \cdot v2o)$ where (u,v) in $[0,1] \times [0,1]$

Options:

R1_inner Inner radius of Frustum at endpoint 1

type: float

default value: 0

R1_outer	Outer radius of Frustum at endpoint 1 type: float default value: 1
R2_inner	Inner radius of Frustum at endpoint 2 type: float default value: 0
R2_outer	Outer radius of Frustum at endpoint 2 type: float default value: 1
V1_inner	Element size at point 1, inner radius type: float default value: 0.1
V1_outer	Element size at point 1, outer radius type: float default value: 1
V2_inner	Element size at point 2, inner radius type: float default value: 0.1
V2_outer	Element size at point 2, outer radius type: float default value: 1
X1	X coordinate of endpoint 1 type: float default value: 0
X2	X coordinate of endpoint 2 type: float default value: 0
Y1	Y coordinate of endpoint 1 type: float default value: 0
Y2	Y coordinate of endpoint 2 type: float default value: 0
Z1	Z coordinate of endpoint 1 type: float default value: 1
Z2	Z coordinate of endpoint 2 type: float default value: 1.455171629957881e-152

Gradient Compute the finite difference gradient of Field[IField]:

$$F = (\text{Field}[\text{IField}](X + \text{Delta}/2) - \text{Field}[\text{IField}](X - \text{Delta}/2)) / \text{Delta}$$

Options:

Delta	Finite difference step type: float default value: 0
IField	Field index type: integer default value: 1
Kind	Component of the gradient to evaluate: 0 for X, 1 for Y, 2 for Z, 3 for the norm type: integer default value: 0

IntersectAniso

Take the intersection of 2 anisotropic fields according to Alauzet.
Options:

FieldsList	Field indices type: list default value: {}
-------------------	--

Laplacian

Compute finite difference the Laplacian of Field[IField]:

$$F = G(x+d,y,z) + G(x-d,y,z) + G(x,y+d,z) + G(x,y-d,z) + G(x,y,z+d) + G(x,y,z-d) - 6 * G(x,y,z),$$

where $G = \text{Field}[\text{IField}]$ and $d = \text{Delta}$
Options:

Delta	Finite difference step type: float default value: 0.1
IField	Field index type: integer default value: 1

LonLat Evaluate Field[IField] in geographic coordinates (longitude, latitude):

$$F = \text{Field}[\text{IField}](\text{atan}(y/x), \text{asin}(z/\sqrt{x^2+y^2+z^2}))$$

Options:

FromStereo	<p>if = 1, the mesh is in stereographic coordinates. $\xi = 2R_x/(R+z)$, $\eta = 2R_y/(R+z)$ type: integer default value: 0</p>
IField	<p>Index of the field to evaluate. type: integer default value: 1</p>
RadiusStereo	<p>radius of the sphere of the stereographic coordinates type: float default value: 6371000</p>
MathEval	<p>Evaluate a mathematical expression. The expression can contain x, y, z for spatial coordinates, F0, F1, ... for field values, and and mathematical functions. Options:</p>
F	<p>Mathematical function to evaluate. type: string default value: "F2 + Sin(z)"</p>
MathEvalAniso	<p>Evaluate a metric expression. The expressions can contain x, y, z for spatial coordinates, F0, F1, ... for field values, and and mathematical functions. Options:</p>
m11	<p>element 11 of the metric tensor. type: string default value: "F2 + Sin(z)"</p>
m12	<p>element 12 of the metric tensor. type: string default value: "F2 + Sin(z)"</p>
m13	<p>element 13 of the metric tensor. type: string default value: "F2 + Sin(z)"</p>
m22	<p>element 22 of the metric tensor. type: string default value: "F2 + Sin(z)"</p>
m23	<p>element 23 of the metric tensor. type: string default value: "F2 + Sin(z)"</p>
m33	<p>element 33 of the metric tensor. type: string default value: "F2 + Sin(z)"</p>

Max Take the maximum value of a list of fields.
Options:

FieldsList
Field indices
type: list
default value: {}

MaxEigenHessian
Compute the maximum eigenvalue of the Hessian matrix of Field[IField], with the gradients evaluated by finite differences:

$F = \max(\text{eig}(\text{grad}(\text{grad}(\text{Field}[\text{IField}])))$
Options:

Delta Step used for the finite differences
type: float
default value: 0

IField Field index
type: integer
default value: 1

Mean Simple smoother:

$$F = (G(x+\text{delta},y,z) + G(x-\text{delta},y,z) + \\ G(x,y+\text{delta},z) + G(x,y-\text{delta},z) + \\ G(x,y,z+\text{delta}) + G(x,y,z-\text{delta}) + \\ G(x,y,z)) / 7,$$

where $G=\text{Field}[\text{IField}]$
Options:

Delta Distance used to compute the mean value
type: float
default value: 0.0003464101615137755

IField Field index
type: integer
default value: 0

Min Take the minimum value of a list of fields.
Options:

FieldsList
Field indices
type: list
default value: {}

MinAniso Take the intersection of a list of possibly anisotropic fields.
Options:

FieldsList

Field indices
type: list
default value: {}

Octree Pre compute another field on an octree to speed-up evaluation
Options:

InField Id of the field to use as x coordinate.
type: integer
default value: 746138744

Param Evaluate Field IField in parametric coordinates:

$F = \text{Field}[\text{IField}](\text{FX}, \text{FY}, \text{FZ})$

See the MathEval Field help to get a description of valid FX, FY and FZ expressions.

Options:

FX X component of parametric function
type: string
default value: ""

FY Y component of parametric function
type: string
default value: ""

FZ Z component of parametric function
type: string
default value: ""

IField Field index
type: integer
default value: 1

PostView Evaluate the post processing view IView.
Options:

CropNegativeValues

return LC_MAX instead of a negative value (this option is needed for backward compatibility with the BackgroundMesh option)
type: boolean
default value: 1

IView	Post-processing view index type: integer default value: 0
ViewTag	Post-processing view tag type: integer default value: -1
Restrict	Restrict the application of a field to a given list of geometrical points, curves, surfaces or volumes. Options:
EdgesList	Curve tags type: list default value: {}
FacesList	Surface tags type: list default value: {}
IField	Field index type: integer default value: 1
RegionsList	Volume tags type: list default value: {}
VerticesList	Point tags type: list default value: {}

Structured

Linearly interpolate between data provided on a 3D rectangular structured grid.

The format of the input file is:

```

Ox Oy Oz
Dx Dy Dz
nx ny nz
v(0,0,0) v(0,0,1) v(0,0,2) ...
v(0,1,0) v(0,1,1) v(0,1,2) ...
v(0,2,0) v(0,2,1) v(0,2,2) ...
... ..
v(1,0,0) ... ..

```

where O are the coordinates of the first node, D are the distances between nodes in each direction, n are the numbers of nodes in each direction, and v are the values on each node.

Options:

FileName Name of the input file
 type: path
 default value: ""

OutsideValue
 Value of the field outside the grid (only used if the "SetOutside-Value" option is true).
 type: float
 default value: 0

SetOutsideValue
 True to use the "OutsideValue" option. If False, the last values of the grid are used.
 type: boolean
 default value: 0

TextFormat
 True for ASCII input files, false for binary files (4 bite signed integers for n , double precision floating points for v , D and O)
 type: boolean
 default value: 0

Threshold

$F = \text{LCMin}$ if $\text{Field}[\text{IField}] \leq \text{DistMin}$,
 $F = \text{LCMax}$ if $\text{Field}[\text{IField}] \geq \text{DistMax}$,
 $F = \text{interpolation between LcMin and LcMax}$ if $\text{DistMin} < \text{Field}[\text{IField}] < \text{DistMax}$
 Options:

DistMax Distance from entity after which element size will be LcMax
 type: float
 default value: 10

DistMin Distance from entity up to which element size will be LcMin
 type: float
 default value: 1

IField Index of the field to evaluate
 type: integer
 default value: 0

LcMax Element size outside DistMax
 type: float
 default value: 1

LcMin	Element size inside DistMin type: float default value: 0.1
Sigmoid	True to interpolate between LcMin and LcMax using a sigmoid, false to interpolate linearly type: boolean default value: 0
StopAtDistMax	True to not impose element size outside DistMax (i.e., F = a very big value if Field[IField] > DistMax) type: boolean default value: 0

6.3.2 Structured grids

Extrude { *expression-list* } { *extrude-list layers* }

Extrudes both the geometry and the mesh using a translation (see [Section 5.1.5 \[Extrusions\]](#), page 42). The *layers* option determines how the mesh is extruded and has the following syntax:

```

layers:
  Layers { expression } |
  Layers { { expression-list }, { expression-list } } |
  Recombine < expression >; ...
  QuadTriNoNewVerts <RecombLaterals>; |
  QuadTriAddVerts <RecombLaterals>; ...

```

In the first **Layers** form, *expression* gives the number of elements to be created in the (single) layer. In the second form, the first *expression-list* defines how many elements should be created in each extruded layer, and the second *expression-list* gives the normalized height of each layer (the list should contain a sequence of *n* numbers $0 < h1 < h2 < \dots < hn \leq 1$). See [Section A.3 \[t3.geo\]](#), page 139, for an example.

For curve extrusions, the **Recombine** option will recombine triangles into quadrangles when possible. For surface extrusions, the **Recombine** option will recombine tetrahedra into prisms, hexahedra or pyramids.

Please note that, starting with Gmsh 2.0, region tags cannot be specified explicitly anymore in **Layers** commands. Instead, as with all other geometry commands, you must use the automatically created entity identifier created by the extrusion command. For example, the following extrusion command will return the tag of the new “top” surface in `num[0]` and the tag of the new volume in `num[1]`:

```
num[] = Extrude {0,0,1} { Surface{1}; Layers{10}; };
```

QuadTriNoNewVerts and **QuadTriAddVerts** allow to connect structured, extruded volumes containing quadrangle-faced elements to structured or unstructured tetrahedral volumes, by subdividing into triangles any quadrangles on boundary surfaces shared with tetrahedral volumes. (They have no effect for

1D or 2D extrusions.) `QuadTriNoNewVerts` subdivides any of the region's quad-faced 3D elements that touch these boundary triangles into pyramids, prisms, or tetrahedra as necessary, all WITHOUT adding new nodes. `QuadTriAddVerts` works in a similar way, but subdivides 3D elements touching the boundary triangles by adding a new node inside each element at the node-based centroid. Either method results in a structured extrusion with an outer layer of subdivided elements that interface the inner, unmodified elements to the triangle-meshed region boundaries.

In some rare cases, due to certain lateral boundary conditions, it may not be possible make a valid element subdivision with `QuadTriNoNewVerts` without adding additional nodes. In this case, an internal node is created at the node-based centroid of the element. The element is then divided using that node. When an internal node is created with `QuadTriNoNewVerts`, the user is alerted by a warning message sent for each instance; however, the mesh will still be valid and conformal.

Both `QuadTriNoNewVerts` and `QuadTriAddVerts` can be used with the optional `RecombLaterals` keyword. By default, the QuadTri algorithms will mesh any free laterals as triangles, if possible. `RecombLaterals` forces any free laterals to remain as quadrangles, if possible. Lateral surfaces between two QuadTri regions will always be meshed as quadrangles.

Note that the QuadTri algorithms will handle all potential meshing conflicts along the lateral surfaces of the extrusion. In other words, QuadTri will not subdivide a lateral that must remain as quadrangles, nor will it leave a lateral as quadrangles if it *must* be divided. The user should therefore feel free to mix different types of neighboring regions with a QuadTri meshed region; the mesh should work. However, be aware that the top surface of the QuadTri extrusion will always be meshed as triangles, unless it is extruded back onto the original source in a toroidal loop (a case which also works with QuadTri).

`QuadTriNoNewVerts` and `QuadTriAddVerts` may be used interchangeably, but `QuadTriAddVerts` often gives better element quality.

If the user wishes to interface a structured extrusion to a tetrahedral volume without modifying the original structured mesh, the user may create dedicated interface volumes around the structured geometry and apply a QuadTri algorithm to those volumes only.

```
Extrude { { expression-list }, { expression-list }, expression } {
  extrude-list layers }
```

Extrudes both the geometry and the mesh using a rotation (see [Section 5.1.5 \[Extrusions\]](#), page 42). The *layers* option is defined as above. With the built-in geometry kernel the angle should be strictly smaller than Pi. With the OpenCASCADE kernel the angle should be strictly smaller than 2 Pi.

```
Extrude { { expression-list }, { expression-list }, { expression-list },
  expression } { extrude-list layers }
```

Extrudes both the geometry and the mesh using a combined translation and rotation (see [Section 5.1.5 \[Extrusions\]](#), page 42). The *layers* option is defined as above. With the built-in geometry kernel the angle should be strictly smaller

than π . With the OpenCASCADE kernel the angle should be strictly smaller than 2π .

Extrude { Surface { *expression-list* }; layers < Using Index[*expr*]; > < Using View[*expr*]; > < ScaleLastLayer; > }

Extrudes a boundary layer from the specified surfaces. If no view is specified, the boundary layer is created using gouraud-shaped (smoothed) normal field. Specifying a boundary layer index allows to extrude several independent boundary layers (with independent normal smoothing).

ScaleLastLayer scales the height of the last (top) layer of each normal's extrusion by the average length of the edges in all the source elements that contain the source node (actually, the average of the averages for each element—edges actually touching the source node are counted twice). This allows the height of the last layer to vary along with the size of the source elements in order to achieve better element quality. For example, in a boundary layer extruded with the Layers definition 'Layers{ {1,4,2}, {0.5, 0.6, 1.6} },' a source node adjacent to elements with an overall average edge length of 5.0 will extrude to have a last layer height = $(1.6-0.6) * 5.0 = 5.0$.

Transfinite Curve { *expression-list-or-all* } = *expression* < Using Progression | Bump *expression* >;

Selects the curves in *expression-list* to be meshed with the 1D transfinite algorithm. The *expression* on the right hand side gives the number of nodes that will be created on the curve (this overrides any other mesh element size prescription—see [Section 6.3.1 \[Specifying mesh element sizes\]](#), page 49). The optional argument 'Using Progression *expression*' instructs the transfinite algorithm to distribute the nodes following a geometric progression (Progression 2 meaning for example that each line element in the series will be twice as long as the preceding one). The optional argument 'Using Bump *expression*' instructs the transfinite algorithm to distribute the nodes with a refinement at both ends of the curve. This operation triggers a synchronization of the CAD model with the internal Gmsh model.

Transfinite Surface { *expression-list-or-all* } < = { *expression-list* } > < Left | Right | Alternate | AlternateRight | AlternateLeft > ;

Selects surfaces to be meshed with the 2D transfinite algorithm. The *expression-list* on the right-hand-side should contain the tags of three or four points on the boundary of the surface that define the corners of the transfinite interpolation. If no tags are given, the transfinite algorithm will try to find the corners automatically. The optional argument specifies the way the triangles are oriented when the mesh is not recombined. **Alternate** is a synonym for **AlternateRight**. This operation triggers a synchronization of the CAD model with the internal Gmsh model.

Transfinite Volume { *expression-list* } < = { *expression-list* } > ;

Selects five- or six-face volumes to be meshed with the 3D transfinite algorithm. The *expression-list* on the right-hand-side should contain the tags of the six or eight points on the boundary of the volume that define the corners of the transfinite interpolation. If no tags are given, the transfinite algorithm will try

to find the corners automatically. This operation triggers a synchronization of the CAD model with the internal Gmsh model.

TransfQuadTri { *expression-list* } ;

Applies the transfinite QuadTri algorithm on the *expression-list* list of volumes. A transfinite volume with any combination of recombined and un-recombined transfinite boundary surfaces is valid when meshed with **TransfQuadTri**. When applied to non-Transfinite volumes, **TransfQuadTri** has no effect on those volumes. This operation triggers a synchronization of the CAD model with the internal Gmsh model.

6.3.3 Miscellaneous

Here is a list of all other mesh commands currently available:

Mesh *expression* ;

Generates *expression*-D mesh. This operation triggers a synchronization of the CAD model with the internal Gmsh model.

RefineMesh ;

Refines the current mesh by splitting all elements. If **Mesh.SecondOrderLinear** is set, the new nodes are inserted by linear interpolation. Otherwise they are snapped on the actual geometry. This operation triggers a synchronization of the CAD model with the internal Gmsh model.

OptimizeMesh *char-expression* ;

Optimizes the current mesh with the given algorithm (currently "Gmsh" or "Netgen").

AdaptMesh { *expression-list* } { *expression-list* } { { *expression-list* < , ... > } } ;

Performs adaptive mesh generation. Documentation not yet available.

RelocateMesh Point | Curve | Surface { *expression-list-or-all* } ;

Relocates the mesh nodes on the given entities using the parametric coordinates stored in the nodes. Useful for creating perturbation of meshes e.g. for sensitivity analyzes. This operation triggers a synchronization of the CAD model with the internal Gmsh model.

SetOrder *expression* ;

Changes the order of the elements in the current mesh.

PartitionMesh *expression* ;

Partitions the mesh into *expression*, using current partitioning options.

Point | Curve { *expression-list* } In Surface { *expression* } ;

Embed the point(s) or curve(s) in the given surface. The surface mesh will conform to the mesh of the point(s) or curves(s). This operation triggers a synchronization of the CAD model with the internal Gmsh model.

Point | Curve | Surface { *expression-list* } In Volume { *expression* } ;

Embed the point(s), curve(s) or surface(s) in the given volume. The volume mesh will conform to the mesh of the corresponding point(s), curve(s) or sur-

face(s). This is only supported with the 3D Delaunay algorithm. This operation triggers a synchronization of the CAD model with the internal Gmsh model.

Periodic Curve { *expression-list* } = { *expression-list* } ;

Force mesh of curves on the left-hand side to match the mesh of the curves on the right-hand side (masters). This operation triggers a synchronization of the CAD model with the internal Gmsh model.

Periodic Surface *expression* { *expression-list* } = *expression* { *expression-list* } ;

Force mesh of the surface on the left-hand side (with boundary edges specified between braces) to match the mesh of the master surface on the right-hand side (with boundary edges specified between braces). This operation triggers a synchronization of the CAD model with the internal Gmsh model.

Periodic Curve | Surface { *expression-list* } = { *expression-list* } **Affine | Translate** { *expression-list* } ;

Force mesh of curves or surfaces on the left-hand side to match the mesh of the curves on the right-hand side (masters), using prescribed geometrical transformations. **Affine** takes a 4 x 4 affine transformation matrix given by row (only 12 entries can be provided for convenience); **Translate** takes the 3 components of the translation as in [Section 5.1.7 \[Transformations\], page 44](#). This operation triggers a synchronization of the CAD model with the internal Gmsh model.

Periodic Curve | Surface { *expression-list* } = { *expression-list* } **Rotate** { *expression-list* }, { *expression-list* }, *expression* } ;

Force mesh of curves or surfaces on the left-hand side to match the mesh of the curves on the right-hand side (masters), using a rotation specified as in [Section 5.1.7 \[Transformations\], page 44](#). This operation triggers a synchronization of the CAD model with the internal Gmsh model.

Coherence Mesh;

Removes all duplicate mesh nodes.

CreateTopology;

Creates a boundary representation from the mesh if the model does not have one (e.g. when imported from mesh file formats with no BRep representation of the underlying model).

CreateGeometry;

Creates a parametrization for curves and surfaces that do not have one (i.e. discrete curves and surfaces represented solely by meshes, without an underlying CAD description).

ClassifySurfaces { *expression* , *expression* , *expression* } ;

Classify (“color”) the surface mesh based on an angle threshold (the first argument, in radians), and create new discrete surfaces, curves and points accordingly. If the second argument is set, also create discrete curves on the boundary if the surface is open. If the third argument is set, create edges and surfaces than can be reparametrized with **CreateGeometry**.

RenumberMeshNodes;

Renumbers the node tags in the current mesh in a continuous sequence.

RenumberMeshElements;

Renumbers the elements tags in the current mesh in a continuous sequence.

< Recursive > Color *color-expression* { <Physical> Point | Curve | Surface | Volume { *expression-list-or-all* }; ... }

Sets the mesh color of the entities in *expression-list* to *color-expression*. This operation triggers a synchronization of the CAD model with the internal Gmsh model.

< Recursive > Hide { <Physical> Point | Curve | Surface | Volume { *expression-list-or-all* }; ... }

Hides the mesh of the entities in *expression-list*, if **General.VisibilityMode** is set to 0 or 2. This operation triggers a synchronization of the CAD model with the internal Gmsh model.

Hide { : }

Hide the mesh of all entities, if **General.VisibilityMode** is set to 0 or 2. This operation triggers a synchronization of the CAD model with the internal Gmsh model.

Recombine Surface { *expression-list-or-all* } <= *expression* >;

Recombines the triangular meshes of the surfaces listed in *expression-list* into mixed triangular/quadrangular meshes. The optional *expression* on the right hand side specifies the maximum difference (in degrees) allowed between the largest angle of a quadrangle and a right angle (a value of 0 would only accept quadrangles with right angles; a value of 90 would allow degenerate quadrangles; default value is 45). This operation triggers a synchronization of the CAD model with the internal Gmsh model.

MeshAlgorithm Surface { *expression-list* } = *expression*;

Forces the meshing algorithm per surface.

Compound Curve | Surface { *expression-list-or-all* } ;

Treats the given entities as a single entity when meshing, i.e. perform cross-patch meshing of the entities.

ReverseMesh Curve | Surface { *expression-list-or-all* } ;

Reverses the mesh of the given curve(s) or surface(s). This operation triggers a synchronization of the CAD model with the internal Gmsh model.

ReorientMesh Volume { *expression-list* } ;

Reorients the meshes of the bounding surfaces of the given volumes so that the normals point outward to the volumes. Currently only available with the OpenCASCADE kernel, as it relies on the STL triangulation. This operation triggers a synchronization of the CAD model with the internal Gmsh model.

Save *char-expression*;

Saves the mesh in a file named *char-expression*, using the current **Mesh.Format** (see [Section B.3 \[Mesh options list\]](#), [page 202](#)). If the path in *char-expression* is not absolute, *char-expression* is appended to the path of the current file. This operation triggers a synchronization of the CAD model with the internal Gmsh model.

```
< Recursive > Show { <Physical> Point | Curve | Surface | Volume {
expression-list-or-all }; ... }
```

Shows the mesh of the entities in *expression-list*, if `General.VisibilityMode` is set to 0 or 2. This operation triggers a synchronization of the CAD model with the internal Gmsh model.

```
Show { : };
```

Shows the mesh of all entities, if `General.VisibilityMode` is set to 0 or 2. This operation triggers a synchronization of the CAD model with the internal Gmsh model.

```
Smoother Surface { expression-list } = expression;
```

Sets number of elliptic smoothing steps for the surfaces listed in *expression-list* (smoothing only applies to transfinite meshes at the moment). This operation triggers a synchronization of the CAD model with the internal Gmsh model.

```
Homology ( { expression-list } ) { { expression-list } , { expression-list } };
```

Compute a basis representation for homology spaces after a mesh has been generated. The first *expression-list* is a list of dimensions whose homology bases are computed; if empty, all bases are computed. The second *expression-list* is a list physical groups that constitute the computation domain; if empty, the whole mesh is the domain. The third *expression-list* is a list of physical groups that constitute the relative subdomain of relative homology computation; if empty, absolute homology is computed. Resulting basis representation chains are stored as physical groups in the mesh.

```
Cohomology ( { expression-list } ) { { expression-list } , { expression-list }
};
```

Similar to command `Homology`, but computes a basis representation for cohomology spaces instead.

6.4 Mesh options

The list of all the options that control the behavior of mesh commands, as well as the way meshes are displayed in the GUI, is given in [Section B.3 \[Mesh options list\]](#), page 202.

7 Solver module

Solvers can be driven by Gmsh through the ONELAB interface (see <http://www.onelab.info>), which allows to run the solvers have them share parameters and modeling information. To add a new external solver, you need to specify its name (`Solver.Name0`, `Solver.Name1`, etc.) and the path to the executable (`Solver.Executable0`, `Solver.Executable1`, etc.). The list of all the solver options is given in [Section B.4 \[Solver options list\]](#), [page 221](#). Examples on how to interface solvers are available in the source distribution (in the `utils/solvers` directory). A full-featured solver interfaced in this manner is GetDP (<http://getdp.info>), a general finite element solver using mixed finite elements.

Using the Gmsh API, you can also directly embed Gmsh in your own solver, and use ONELAB for interactive parameter definition and modification. See `custom_gui.py` and `custom_gui.cpp` for examples.

8 Post-processing module

Gmsh’s post-processing module can handle multiple scalar, vector or tensor datasets along with the geometry and the mesh. The datasets can be given in several formats: in human-readable “parsed” format (these are just part of a standard input script, but are usually put in separate files with a ‘.pos’ extension), in native MSH files (ASCII or binary files with ‘.msh’ extensions: see [Chapter 9 \[File formats\]](#), [page 111](#)), or in standard third-party formats.

Once loaded into Gmsh, scalar fields can be displayed as iso-curves, iso-surfaces or color maps, whereas vector fields can be represented either by three-dimensional arrows or by displacement maps. Tensor fields can be displayed as Von-Mises effective stresses, min/max eigenvalues, eigenvectors, ellipses or ellipsoids. (To display other (combinations of) components, you can use the `Force scalar` or `Force vector` options, or use `Plugin(MathEval)`: see [Section 8.2 \[Post-processing plugins\]](#), [page 82](#).)

In Gmsh’s jargon, each dataset, along with the visualization options, is called a “post-processing view”, or simply a “view”. Each view is given a name, and can be manipulated either individually (each view has its own button in the GUI and can be referred to by its index in a script or in the API) or globally (see the `PostProcessing.Link` option in [Section B.5 \[Post-processing options list\]](#), [page 226](#)).

By default, Gmsh treats all post-processing views as three-dimensional plots, i.e., draws the scalar, vector and tensor primitives (points, curves, triangles, tetrahedra, etc.) in 3D space. But Gmsh can also represent each post-processing view containing *scalar points* as two-dimensional (“X-Y”) plots, either space- or time-oriented:

- in a ‘2D space’ plot, the scalar points are taken in the same order as they are defined in the post-processing view: the abscissa of the 2D graph is the curvilinear abscissa of the curve defined by the point series, and only one curve is drawn using the values associated with the points. If several time steps are available, each time step generates a new curve;
- in a ‘2D time’ plot, one curve is drawn for each scalar point in the view and the abscissa is the time step.

Although visualization is usually mostly an interactive task, Gmsh exposes all the post-processing commands and options to the user in its scripting language and through the API to permit a complete automation of the post-processing process (see e.g., [Section A.8 \[t8.geo\]](#), [page 149](#), and [Section A.9 \[t9.geo\]](#), [page 152](#)).

The two following sections summarize all available post-processing commands and options. Most options apply to both 2D and 3D plots (colormaps, point/line sizes, interval types, time step selection, etc.), but some are peculiar to 3D (lightning, element selection, etc.) or 2D plots (abscissa labels, etc.). Note that 2D plots can be positioned explicitly inside the graphical window, or be automatically positioned in order to avoid overlaps.

Sample post-processing files in human-readable “parsed” format and in the native MSH file format are available in the [tutorial](#) directory of Gmsh’s distribution (‘.pos’ and ‘.msh’ files). The “parsed” format is defined in the next section (cf. the `View` command); the MSH format is defined in [Chapter 9 \[File formats\]](#), [page 111](#).

8.1 Post-processing commands

This section describes the post-processing commands available in the scripting language. For the equivalent commands in the Gmsh API, see the `gmsh/view` module in [Appendix D \[Gmsh API\], page 251](#).

Alias View[*expression*];

Creates an alias of the *expression*-th post-processing view.

Note that **Alias** creates a logical duplicate of the view without actually duplicating the data in memory. This is very useful when you want multiple simultaneous renderings of the same large dataset (usually with different display options), but you cannot afford to store all copies in memory. If what you really want is multiple physical copies of the data, just merge the file containing the post-processing view multiple times.

AliasWithOptions View[*expression*];

Creates an alias of the *expression*-th post-processing view and copies all the options of the *expression*-th view to the new aliased view.

CopyOptions View[*expression*, *expression*];

Copy all the options from the first *expression*-th post-processing view to the second one.

Combine ElementsByViewName;

Combines all the post-processing views having the same name into new views. The combination is done “spatially”, i.e., simply by appending the elements at the end of the new views.

Combine ElementsFromAllViews | Combine Views;

Combines all the post-processing views into a single new view. The combination is done “spatially”, i.e., simply by appending the elements at the end of the new view.

Combine ElementsFromVisibleViews;

Combines all the visible post-processing views into a single new view. The combination is done “spatially”, i.e., simply by appending the elements at the end of the new view.

Combine TimeStepsByViewName | Combine TimeSteps;

Combines the data from all the post-processing views having the same name into new multi-time-step views. The combination is done “temporally”, i.e., as if the data in each view corresponds to a different time instant. The combination will fail if the meshes in all the views are not identical.

Combine TimeStepsFromAllViews;

Combines the data from all the post-processing views into a new multi-time-step view. The combination is done “temporally”, i.e., as if the data in each view corresponds to a different time instant. The combination will fail if the meshes in all the views are not identical.

Combine TimeStepsFromVisibleViews;

Combines the data from all the visible post-processing views into a new multi-time-step view. The combination is done “temporally”, i.e., as if the data in

each view corresponds to a different time instant. The combination will fail if the meshes in all the views are not identical.

`Delete View[expression];`

Deletes (removes) the *expression*-th post-processing view. Note that post-processing view indices start at 0.

`Delete Empty Views;`

Deletes (removes) all the empty post-processing views.

`Background Mesh View[expression];`

Applies the *expression*-th post-processing view as the current background mesh. Note that post-processing view indices start at 0.

`Plugin (string) . Run;`

Executes the plugin *string*. The list of default plugins is given in [Section 8.2 \[Post-processing plugins\]](#), page 82.

`Plugin (string) . string = expression | char-expression;`

Sets an option for a given plugin. See [Section 8.2 \[Post-processing plugins\]](#), page 82, for a list of default plugins and [Section A.9 \[t9.geo\]](#), page 152, for some examples.

`Save View[expression] char-expression;`

Saves the *expression*-th post-processing view in a file named *char-expression*. If the path in *char-expression* is not absolute, *char-expression* is appended to the path of the current file.

`SendToServer View[expression] char-expression;`

Sends the *expression*-th post-processing view to the ONELAB server, with parameter name *char-expression*.

`View "string" { string < (expression-list) > { expression-list }; ... };`

Creates a new post-processing view, named "*string*". This is an easy and quite powerful way to import post-processing data: all the values are *expressions*, you can embed datasets directly into your geometrical descriptions (see, e.g., [Section A.4 \[t4.geo\]](#), page 141), the data can be easily generated “on-the-fly” (there is no header containing *a priori* information on the size of the dataset). The syntax is also very permissive, which makes it ideal for testing purposes.

However this “parsed format” is read by Gmsh’s script parser, which makes it inefficient if there are many elements in the dataset. Also, there is no connectivity information in parsed views and all the elements are independent (all fields can be discontinuous), so a lot of information can be duplicated. For large datasets, you should thus use the mesh-based post-processing file format described in [Chapter 9 \[File formats\]](#), page 111, or use one of the standard formats like MED.

More explicitly, the syntax for a parsed `View` is the following

```

View "string" {
  type ( list-of-coords ) { list-of-values }; ...
  < TIME { expression-list }; >
  < INTERPOLATION_SCHEME { val-coef-matrix } { val-exp-matrix }
    < { geo-coef-matrix } { geo-exp-matrix } > ; >
};

```

where the 47 object *types* that can be displayed are:

	type	#list-of-coords	#list-of-values
Scalar point	SP	3	1 * <i>nb-time-steps</i>
Vector point	VP	3	3 * <i>nb-time-steps</i>
Tensor point	TP	3	9 * <i>nb-time-steps</i>
Scalar line	SL	6	2 * <i>nb-time-steps</i>
Vector line	VL	6	6 * <i>nb-time-steps</i>
Tensor line	TL	6	18 * <i>nb-time-steps</i>
Scalar triangle	ST	9	3 * <i>nb-time-steps</i>
Vector triangle	VT	9	9 * <i>nb-time-steps</i>
Tensor triangle	TT	9	27 * <i>nb-time-steps</i>
Scalar quadrangle	SQ	12	4 * <i>nb-time-steps</i>
Vector quadrangle	VQ	12	12 * <i>nb-time-steps</i>
Tensor quadrangle	TQ	12	36 * <i>nb-time-steps</i>
Scalar tetrahedron	SS	12	4 * <i>nb-time-steps</i>
Vector tetrahedron	VS	12	12 * <i>nb-time-steps</i>
Tensor tetrahedron	TS	12	36 * <i>nb-time-steps</i>
Scalar hexahedron	SH	24	8 * <i>nb-time-steps</i>
Vector hexahedron	VH	24	24 * <i>nb-time-steps</i>
Tensor hexahedron	TH	24	72 * <i>nb-time-steps</i>
Scalar prism	SI	18	6 * <i>nb-time-steps</i>
Vector prism	VI	18	18 * <i>nb-time-steps</i>
Tensor prism	TI	18	54 * <i>nb-time-steps</i>
Scalar pyramid	SY	15	5 * <i>nb-time-steps</i>
Vector pyramid	VY	15	15 * <i>nb-time-steps</i>
Tensor pyramid	TY	15	45 * <i>nb-time-steps</i>
2D text	T2	3	arbitrary
3D text	T3	4	arbitrary

The coordinates are given ‘by node’, i.e.,

- (*coord1*, *coord2*, *coord3*) for a point,
- (*coord1-node1*, *coord2-node1*, *coord3-node1*,
coord1-node2, *coord2-node2*, *coord3-node2*) for a line,
- (*coord1-node1*, *coord2-node1*, *coord3-node1*,
coord1-node2, *coord2-node2*, *coord3-node2*,
coord1-node3, *coord2-node3*, *coord3-node3*) for a triangle,
- etc.

The ordering of the nodes is given in [Section 9.2 \[Node ordering\]](#), page 119.

The values are given by time step, by node and by component, i.e.:

```

comp1-node1-time1, comp2-node1-time1, comp3-node1-time1,
comp1-node2-time1, comp2-node2-time1, comp3-node2-time1,
comp1-node3-time1, comp2-node3-time1, comp3-node3-time1,
comp1-node1-time2, comp2-node1-time2, comp3-node1-time2,
comp1-node2-time2, comp2-node2-time2, comp3-node2-time2,

```

```

    comp1-node3-time2, comp2-node3-time2, comp3-node3-time2,
    ...

```

For the 2D text objects, the two first *expressions* in *list-of-coords* give the X-Y position of the string in screen coordinates, measured from the top-left corner of the window. If the first (respectively second) *expression* is negative, the position is measured from the right (respectively bottom) edge of the window. If the value of the first (respectively second) *expression* is larger than 99999, the string is centered horizontally (respectively vertically). If the third *expression* is equal to zero, the text is aligned bottom-left and displayed using the default font and size. Otherwise, the third *expression* is converted into an integer whose eight lower bits give the font size, whose eight next bits select the font (the index corresponds to the position in the font menu in the GUI), and whose eight next bits define the text alignment (0=bottom-left, 1=bottom-center, 2=bottom-right, 3=top-left, 4=top-center, 5=top-right, 6=center-left, 7=center-center, 8=center-right).

For the 3D text objects, the three first *expressions* in *list-of-coords* give the XYZ position of the string in model (real world) coordinates. The fourth *expression* has the same meaning as the third *expression* in 2D text objects.

For both 2D and 3D text objects, the *list-of-values* can contain an arbitrary number of *char-expressions*. If the *char-expression* starts with `file://`, the remainder of the string is interpreted as the name of an image file, and the image is displayed instead of the string. A format string in the form `@wxh` or `@wxh,wx,wy,wz,hx,hy,hz`, where `w` and `h` are the width and height (in model coordinates for T3 or in pixels for T2) of the image, `wx,wy,wz` is the direction of the bottom edge of the image and `hx,hy,hz` is the direction of the left edge of the image.

The optional `TIME` list can contain a list of expressions giving the value of the time (or any other variable) for which an evolution was saved.

The optional `INTERPOLATION_SCHEME` lists can contain the interpolation matrices used for high-order adaptive visualization.

Let us assume that the approximation of the view's value over an element is written as a linear combination of d basis functions $f[i]$, $i=0, \dots, d-1$ (the coefficients being stored in *list-of-values*). Defining $f[i] = \text{Sum}(j=0, \dots, d-1) F[i][j] p[j]$, with $p[j] = u^{\wedge}P[j][0] v^{\wedge}P[j][1] w^{\wedge}P[j][2]$ (u , v and w being the coordinates in the element's parameter space), then *val-coef-matrix* denotes the $d \times d$ matrix F and *val-exp-matrix* denotes the $d \times 3$ matrix P .

In the same way, let us also assume that the coordinates x , y and z of the element are obtained through a geometrical mapping from parameter space as a linear combination of m basis functions $g[i]$, $i=0, \dots, m-1$ (the coefficients being stored in *list-of-coords*). Defining $g[i] = \text{Sum}(j=0, \dots, m-1) G[i][j] q[j]$, with $q[j] = u^{\wedge}Q[j][0] v^{\wedge}Q[j][1] w^{\wedge}Q[j][2]$, then *geo-coef-matrix* denotes the $m \times m$ matrix G and *geo-exp-matrix* denotes the $m \times 3$ matrix Q .

Here are for example the interpolation matrices for a first order quadrangle:

```

INTERPOLATION_SCHEME
{

```

```

    {1/4,-1/4, 1/4,-1/4},
    {1/4, 1/4,-1/4,-1/4},
    {1/4, 1/4, 1/4, 1/4},
    {1/4,-1/4,-1/4, 1/4}
  }
  {
    {0, 0, 0},
    {1, 0, 0},
    {0, 1, 0},
    {1, 1, 0}
  }
};

```

8.2 Post-processing plugins

Post-processing plugins permit to extend the functionality of Gmsh's post-processing module. The difference between regular post-processing options (see [Section B.5 \[Post-processing options list\]](#), page 226) and post-processing plugins is that regular post-processing options only change the way the data is displayed, while post-processing plugins either create new post-processing views, or modify the data stored in a view (in a destructive, non-reversible way).

Plugins are available in the GUI by right-clicking on a view button (or by clicking on the black arrow next to the view button) and then selecting the 'Plugin' submenu. In the API, plugins are available in the `gmsh/plugin` module (see [Appendix D \[Gmsh API\]](#), page 251).

Here is the list of the plugins that are shipped by default with Gmsh:

Plugin(AnalyseCurvedMesh)

Plugin(AnalyseCurvedMesh) analyse all elements of a given dimension. According to what is asked, it computes the minimum of the Jacobian determinant (J), the IGE quality measure (Inverse Gradient Error) and/or the ICN quality measure (Inverse Condition Number). Statistics are printed and, if asked, a Pview is created for each measure. The plugin hides elements for which the measure $\mu > \text{'Hiding threshold'}$, where μ is the ICN measure if asked otherwise the IGE measure if asked otherwise the Jacobian determinant.

J is faster to compute but gives information only on validity while the other measure gives also information on quality.

The IGE measure is related to the error on the gradient of the finite element solution. It is the scaled Jacobian for quads and hexes and a new measure for triangles and tetrahedra.

The ICN measure is related to the condition number of the stiffness matrix. (See article "Efficient computation of the minimum of shape quality measures on curvilinear finite elements" for details.)

Parameters:

- JacobianDeterminant = {0, 1}

- IGEMeasure = {0, 1}

- ICNMeasure = {0, 1}
- HidingThreshold = [0, 1]: Hides all element for which min(mu) is strictly greater than the threshold, where mu is ICN if ICNMeasure == 1, otherwise it is IGE if IGEMeasure == 1. If ICNMeasure == IGEMeasure == 0, nothing happens. If threshold == 0, hides all elements except invalid.
- DrawPView = {0, 1}: Creates a PView of min(J)/max(J), min(IGE) and/or min(ICN) according to what is asked. If 'Recompute' = 1, new PViews are created.
- Recompute = {0,1}: Should be 1 if the mesh has changed.
- DimensionOfElements = {-1, 1, 2, 3, 4}: If == -1, analyse element of the greater dimension. If == 4, analyse 2D and 3D elements. Numeric options:

JacobianDeterminant
Default value: 0

IGEMeasure
Default value: 0

ICNMeasure
Default value: 0

HidingThreshold
Default value: 9

DrawPView
Default value: 0

Recompute
Default value: 0

DimensionOfElements
Default value: -1

Plugin(Annotate)

Plugin(Annotate) adds the text string 'Text', in font 'Font' and size 'FontSize', in the view 'View'. The string is aligned according to 'Align'.

If 'ThreeD' is equal to 1, the plugin inserts the string in model coordinates at the position ('X','Y','Z'). If 'ThreeD' is equal to 0, the plugin inserts the string in screen coordinates at the position ('X','Y').

If 'View' < 0, the plugin is run on the current view.

Plugin(Annotate) is executed in-place for list-based datasets or creates a new view for other datasets. String options:

Text Default value: "My Text"

Font Default value: "Helvetica"

Align Default value: "Left"

Numeric options:

X Default value: 50

Y Default value: 30

Z Default value: 0

ThreeD Default value: 0

FontSize Default value: 14

View Default value: -1

Plugin(Bubbles)

Plugin(Bubbles) constructs a geometry consisting of ‘bubbles’ inscribed in the Voronoi of an input triangulation. ‘ShrinkFactor’ allows to change the size of the bubbles. The plugin expects a triangulation in the ‘z = 0’ plane to exist in the current model.

Plugin(Bubbles) creates one ‘.geo’ file. String options:

OutputFile
 Default value: "bubbles.geo"

Numeric options:

ShrinkFactor
 Default value: 0

Plugin(CVTRemesh)

Plugin(CVTRemesh) triangulates an input geometry using centroidal Voronoi tessellations. The STL mesh of the geometry is generated and randomly sampled. An objective function derived from centroidal Voronoi tessellations is then defined on the generated sampling, and optimized through LBFGS to obtain a regular sampling of the surface. The triangulation is extracted as the restricted Delaunay triangulation of the samples and the STL mesh.

If ‘View’ < 0, the plugin is run on the current view.

Plugin(Triangulate) creates one new view. Numeric options:

Sites Default value: 20000

Iterations
 Default value: 20

Anisotropy
 Default value: 0.03

Variable density
 Default value: 0.3

Feature sensitivity
 Default value: 5

Normal computation radius

Default value: 0.005

Plugin(Crack)

Plugin(Crack) creates a crack around the physical group ‘PhysicalGroup’ of dimension ‘Dimension’ (1 or 2), embedded in a mesh of dimension ‘Dimension’ + 1. The plugin duplicates the vertices and the elements on the crack and stores them in a new discrete curve (‘Dimension’ = 1) or surface (‘Dimension’ = 2). The elements touching the crack on the “negative” side are modified to use the newly generated vertices. If ‘OpenBoundaryPhysicalGroup’ is given (> 0), its vertices are duplicated and the crack will be left open on that (part of the) boundary. Otherwise, the lips of the crack are sealed, i.e., its vertices are not duplicated. For 1D cracks, ‘NormalX’, ‘NormalY’ and ‘NormalZ’ provide the reference normal of the surface in which the crack is supposed to be embedded. Numeric options:

Dimension

Default value: 1

PhysicalGroup

Default value: 1

OpenBoundaryPhysicalGroup

Default value: 0

NormalX Default value: 0

NormalY Default value: 0

NormalZ Default value: 1

Plugin(Curl)

Plugin(Curl) computes the curl of the field in the view ‘View’.

If ‘View’ < 0, the plugin is run on the current view.

Plugin(Curl) creates one new view. Numeric options:

View Default value: -1

Plugin(CurvedBndDist)

Plugin(CurvedBndDist) ...

Plugin(CutBox)

Plugin(CutBox) cuts the view ‘View’ with a rectangular box defined by the 4 points (‘X0’, ‘Y0’, ‘Z0’) (origin), (‘X1’, ‘Y1’, ‘Z1’) (axis of U), (‘X2’, ‘Y2’, ‘Z2’) (axis of V) and (‘X3’, ‘Y3’, ‘Z3’) (axis of W).

The number of points along U, V, W is set with the options ‘NumPointsU’, ‘NumPointsV’ and ‘NumPointsW’.

If ‘ConnectPoints’ is zero, the plugin creates points; otherwise, the plugin generates hexahedra, quadrangles, lines or points depending on the values of ‘NumPointsU’, ‘NumPointsV’ and ‘NumPointsW’.

If ‘Boundary’ is zero, the plugin interpolates the view inside the box; otherwise the plugin interpolates the view at its boundary.

If ‘View’ < 0, the plugin is run on the current view.

Plugin(CutBox) creates one new view. Numeric options:

X0	Default value: 0
Y0	Default value: 0
Z0	Default value: 0
X1	Default value: 1
Y1	Default value: 0
Z1	Default value: 0
X2	Default value: 0
Y2	Default value: 1
Z2	Default value: 0
X3	Default value: 0
Y3	Default value: 0
Z3	Default value: 1
NumPointsU	Default value: 20
NumPointsV	Default value: 20
NumPointsW	Default value: 20
ConnectPoints	Default value: 1
Boundary	Default value: 1
View	Default value: -1

Plugin(CutGrid)

Plugin(CutGrid) cuts the view ‘View’ with a rectangular grid defined by the 3 points (‘X0’, ‘Y0’, ‘Z0’) (origin), (‘X1’, ‘Y1’, ‘Z1’) (axis of U) and (‘X2’, ‘Y2’, ‘Z2’) (axis of V).

The number of points along U and V is set with the options ‘NumPointsU’ and ‘NumPointsV’.

If ‘ConnectPoints’ is zero, the plugin creates points; otherwise, the plugin generates quadrangles, lines or points depending on the values of ‘NumPointsU’

and 'NumPointsV'.

If 'View' < 0, the plugin is run on the current view.

Plugin(CutGrid) creates one new view. Numeric options:

X0	Default value: 0
Y0	Default value: 0
Z0	Default value: 0
X1	Default value: 1
Y1	Default value: 0
Z1	Default value: 0
X2	Default value: 0
Y2	Default value: 1
Z2	Default value: 0
NumPointsU	Default value: 20
NumPointsV	Default value: 20
ConnectPoints	Default value: 1
View	Default value: -1

Plugin(CutMesh)

Plugin(CutMesh) cuts the mesh of the current GModel with the zero value of the levelset defined with the view 'View'. Sub-elements are created in the new model (polygons in 2D and polyhedra in 3D) and border elements are created on the zero-levelset.

If 'Split' is nonzero, the plugin splits the mesh along the edges of the cut elements in the positive side.

If 'SaveTri' is nonzero, the sub-elements are saved as simplices.

Plugin(CutMesh) creates one new GModel. Numeric options:

View	Default value: -1
Split	Default value: 0
SaveTri	Default value: 0

Plugin(CutParametric)

Plugin(CutParametric) cuts the view 'View' with the parametric function ('X'(u,v), 'Y'(u,v), 'Z'(u,v)), using 'NumPointsU' values of the parameter u

in $[\text{'MinU'}, \text{'MaxU'}]$ and 'NumPointsV' values of the parameter v in $[\text{'MinV'}, \text{'MaxV'}]$.

If 'ConnectPoints' is set, the plugin creates surface or line elements; otherwise, the plugin generates points.

If $\text{'View'} < 0$, the plugin is run on the current view.

`Plugin(CutParametric)` creates one new view. String options:

X Default value: `"2 * Cos(u) * Sin(v)"`
Y Default value: `"4 * Sin(u) * Sin(v)"`
Z Default value: `"0.1 + 0.5 * Cos(v)"`

Numeric options:

MinU Default value: 0
MaxU Default value: 6.2832
NumPointsU
 Default value: 180
MinV Default value: 0
MaxV Default value: 6.2832
NumPointsV
 Default value: 180
ConnectPoints
 Default value: 0
View Default value: -1

`Plugin(CutPlane)`

`Plugin(CutPlane)` cuts the view 'View' with the plane $\text{'A'*X} + \text{'B'*Y} + \text{'C'*Z} + \text{'D'} = 0$.

If 'ExtractVolume' is nonzero, the plugin extracts the elements on one side of the plane (depending on the sign of 'ExtractVolume').

If $\text{'View'} < 0$, the plugin is run on the current view.

`Plugin(CutPlane)` creates one new view. Numeric options:

A Default value: 1
B Default value: 0
C Default value: 0
D Default value: -0.01
ExtractVolume
 Default value: 0

RecurLevel
Default value: 4

TargetError
Default value: 0

View Default value: -1

Plugin(CutSphere)

Plugin(CutSphere) cuts the view 'View' with the sphere $(X - X_c)^2 + (Y - Y_c)^2 + (Z - Z_c)^2 = R^2$.

If 'ExtractVolume' is nonzero, the plugin extracts the elements inside (if 'ExtractVolume' < 0) or outside (if 'ExtractVolume' > 0) the sphere.

If 'View' < 0, the plugin is run on the current view.

Plugin(CutSphere) creates one new view. Numeric options:

Xc Default value: 0

Yc Default value: 0

Zc Default value: 0

R Default value: 0.25

ExtractVolume
Default value: 0

RecurLevel
Default value: 4

TargetError
Default value: 0

View Default value: -1

Plugin(DiscretizationError)

Plugin(DiscretizationError) computes the error between the mesh and the geometry. It does so by supersampling the elements and computing the distance between the supersampled points and their projection on the geometry. Numeric options:

SuperSamplingNodes
Default value: 10

Plugin(Distance)

Plugin(Distance) computes distances to entities in a mesh.

If 'PhysicalPoint', 'PhysicalLine' and 'PhysicalSurface' are 0, the distance is computed to all the boundaries. Otherwise the distance is computed to the given physical group.

If 'DistanceType' is 0, the plugin computes the geometrical Euclidean distance

using the naive $O(N^2)$ algorithm. If 'DistanceType' > 0, the plugin computes an approximate distance by solving a PDE with a diffusion constant equal to 'DistanceType' time the maximum size of the bounding box of the mesh as in [Legrand et al. 2006].

Positive 'MinScale' and 'MaxScale' scale the distance function.

Plugin(Distance) creates one new view. Numeric options:

```
PhysicalPoint
    Default value: 0
PhysicalLine
    Default value: 0
PhysicalSurface
    Default value: 0
DistanceType
    Default value: 0
MinScale    Default value: 0
MaxScale    Default value: 0
```

Plugin(Divergence)

Plugin(Divergence) computes the divergence of the field in the view 'View'.

If 'View' < 0, the plugin is run on the current view.

Plugin(Divergence) creates one new view. Numeric options:

```
View        Default value: -1
```

Plugin(Eigenvalues)

Plugin(Eigenvalues) computes the three real eigenvalues of each tensor in the view 'View'.

If 'View' < 0, the plugin is run on the current view.

Plugin(Eigenvalues) creates three new scalar views. Numeric options:

```
View        Default value: -1
```

Plugin(Eigenvectors)

Plugin(Eigenvectors) computes the three (right) eigenvectors of each tensor in the view 'View' and sorts them according to the value of the associated eigenvalues.

If 'ScaleByEigenvalues' is set, each eigenvector is scaled by its associated eigenvalue. The plugin gives an error if the eigenvectors are complex.

If 'View' < 0, the plugin is run on the current view.

Plugin(Eigenvalues) creates three new vector view. Numeric options:

ScaleByEigenvalues

Default value: 1

View Default value: -1

Plugin(ExtractEdges)

Plugin(ExtractEdges) extracts sharp edges from a triangular mesh.

Plugin(ExtractEdges) creates one new view. Numeric options:

Angle Default value: 40

IncludeBoundary

Default value: 1

Plugin(ExtractElements)

Plugin(ExtractElements) extracts some elements from the view 'View'. If 'MinVal' != 'MaxVal', it extracts the elements whose 'TimeStep'-th values (averaged by element) are comprised between 'MinVal' and 'MaxVal'. If 'Visible' != 0, it extracts visible elements.

If 'View' < 0, the plugin is run on the current view.

Plugin(ExtractElements) creates one new view. Numeric options:

MinVal Default value: 0

MaxVal Default value: 0

TimeStep Default value: 0

Visible Default value: 1

Dimension

Default value: -1

View Default value: -1

Plugin(FieldFromAmplitudePhase)

Plugin(FieldFromAmplitudePhase) builds a complex field 'u' from amplitude 'a' (complex) and phase 'phi' given in two different 'Views' $u = a * \exp(k * \phi)$, with k the wavenumber.

The result is to be interpolated in a sufficiently fine mesh: 'MeshFile'.

Plugin(FieldFromAmplitudePhase) generates one new view. String options:

MeshFile Default value: "fine.msh"

Numeric options:

Wavenumber

Default value: 5

AmplitudeView
Default value: 0

PhaseView
Default value: 1

Plugin(GaussPoints)

Given an input mesh, Plugin(GaussPoints) creates a view containing the Gauss points for a given polynomial 'Order'.

If 'PhysicalGroup' is nonzero, the plugin only creates points for the elements belonging to the group. Numeric options:

Order Default value: 0

Dimension
Default value: 2

PhysicalGroup
Default value: 0

Plugin(Gradient)

Plugin(Gradient) computes the gradient of the field in the view 'View'.

If 'View' < 0, the plugin is run on the current view.

Plugin(Gradient) creates one new view. Numeric options:

View Default value: -1

Plugin(HarmonicToTime)

Plugin(HarmonicToTime) takes the values in the time steps 'RealPart' and 'ImaginaryPart' of the view 'View', and creates a new view containing

'View'['RealPart'] * cos(p) +- 'View'['ImaginaryPart'] * sin(p)
with

$p = 2\pi k / \text{'NumSteps'}$, $k = 0, \dots, \text{'NumSteps'}-1$

and 'NumSteps' the total number of time steps

over 'NumPeriods' periods at frequency 'Frequency' [Hz].

The '+' sign is used if 'TimeSign'>0, the '-' sign otherwise.

If 'View' < 0, the plugin is run on the current view.

Plugin(HarmonicToTime) creates one new view. Numeric options:

RealPart Default value: 0

ImaginaryPart
Default value: 1

NumSteps Default value: 20

TimeSign Default value: -1

Frequency
Default value: 1

NumPeriods
Default value: 1

View
Default value: -1

Plugin(HomologyComputation)

Plugin(HomologyComputation) computes representative chains of basis elements of (relative) homology and cohomology spaces.

Define physical groups in order to specify the computation domain and the relative subdomain. Otherwise the whole mesh is the domain and the relative subdomain is empty.

Plugin(HomologyComputation) creates new views, one for each basis element. The resulting basis chains of desired dimension together with the mesh are saved to the given file. String options:

DomainPhysicalGroups
Default value: ""

SubdomainPhysicalGroups
Default value: ""

ReductionImmunePhysicalGroups
Default value: ""

DimensionOfChainsToSave
Default value: "0, 1, 2, 3"

Filename
Default value: "homology.msh"

Numeric options:

ComputeHomology
Default value: 1

ComputeCohomology
Default value: 0

HomologyPhysicalGroupsBegin
Default value: -1

CohomologyPhysicalGroupsBegin
Default value: -1

CreatePostProcessingViews
Default value: 1

ReductionOmit
Default value: 1

ReductionCombine
Default value: 3

PostProcessSimplify
 Default value: 1

ReductionHeuristic
 Default value: 1

Plugin(HomologyPostProcessing)

Plugin(HomologyPostProcessing) operates on representative basis chains of homology and cohomology spaces. Functionality:

1. (co)homology basis transformation:

'TransformationMatrix': Integer matrix of the transformation.

'PhysicalGroupsOfOperatedChains': (Co)chains of a (co)homology space basis to be transformed.

Results a new (co)chain basis that is an integer combination of the given basis.

2. Make basis representations of a homology space and a cohomology space compatible:

'PhysicalGroupsOfOperatedChains': Chains of a homology space basis.

'PhysicalGroupsOfOperatedChains2': Cochains of a cohomology space basis.

Results a new basis for the homology space such that the incidence matrix of the new basis and the basis of the cohomology space is the identity matrix.

Options:

'PhysicalGroupsToTraceResults': Trace the resulting (co)chains to the given physical groups.

'PhysicalGroupsToProjectResults': Project the resulting (co)chains to the complement of the given physical groups.

'NameForResultChains': Post-processing view name prefix for the results.

'ApplyBoundaryOperatorToResults': Apply boundary operator to the resulting chains.

String options:

TransformationMatrix
 Default value: "1, 0; 0, 1"

PhysicalGroupsOfOperatedChains
 Default value: "1, 2"

PhysicalGroupsOfOperatedChains2
 Default value: ""

PhysicalGroupsToTraceResults
 Default value: ""

PhysicalGroupsToProjectResults
 Default value: ""

NameForResultChains
 Default value: "c"

Numeric options:

ApplyBoundaryOperatorToResults

Default value: 0

Plugin(Integrate)

Plugin(Integrate) integrates a scalar field over all the elements of the view 'View' (if 'Dimension' < 0), or over all elements of the prescribed dimension (if 'Dimension' > 0). If the field is a vector field, the circulation/flux of the field over line/surface elements is calculated.

If 'View' < 0, the plugin is run on the current view.

If 'OverTime' = i > -1, the plugin integrates the scalar view over time instead of over space, starting at iteration i. If 'Visible' = 1, the plugin only integrates over visible entities.

Plugin(Integrate) creates one new view. Numeric options:

View Default value: -1

OverTime Default value: -1

Dimension
Default value: -1

Visible Default value: 1

Plugin(Isosurface)

Plugin(Isosurface) extracts the isosurface of value 'Value' from the view 'View', and draws the 'OtherTimeStep'-th step of the view 'OtherView' on this isosurface.

If 'ExtractVolume' is nonzero, the plugin extracts the isovolume with values greater (if 'ExtractVolume' > 0) or smaller (if 'ExtractVolume' < 0) than the isosurface 'Value'.

If 'OtherTimeStep' < 0, the plugin uses, for each time step in 'View', the corresponding time step in 'OtherView'. If 'OtherView' < 0, the plugin uses 'View' as the value source.

If 'View' < 0, the plugin is run on the current view.

Plugin(Isosurface) creates as many views as there are time steps in 'View'.
Numeric options:

Value Default value: 0

ExtractVolume
Default value: 0

RecurLevel
Default value: 4

TargetError
 Default value: 0

View Default value: -1

OtherTimeStep
 Default value: -1

OtherView
 Default value: -1

Plugin(Lambda2)

Plugin(Lambda2) computes the eigenvalues $\Lambda(1,2,3)$ of the tensor $(S_{ik} S_{kj} + \Omega_{ik} \Omega_{kj})$, where $S_{ij} = 0.5 (u_{i,j} + u_{j,i})$ and $\Omega_{ij} = 0.5 (u_{i,j} - u_{j,i})$ are respectively the symmetric and antisymmetric parts of the velocity gradient tensor.

Vortices are well represented by regions where $\Lambda(2)$ is negative.

If 'View' contains tensor elements, the plugin directly uses the tensors as the values of the velocity gradient tensor; if 'View' contains vector elements, the plugin uses them as the velocities from which to derive the velocity gradient tensor.

If 'View' < 0, the plugin is run on the current view.

Plugin(Lambda2) creates one new view. Numeric options:

Eigenvalue
 Default value: 2

View Default value: -1

Plugin(LongitudeLatitude)

Plugin(LongitudeLatitude) projects the view 'View' in longitude-latitude.

If 'View' < 0, the plugin is run on the current view.

Plugin(LongitudeLatitude) is executed in place. Numeric options:

View Default value: -1

Plugin(MakeSimplex)

Plugin(MakeSimplex) decomposes all non-simplectic elements (quadrangles, prisms, hexahedra, pyramids) in the view 'View' into simplices (triangles, tetrahedra).

If 'View' < 0, the plugin is run on the current view.

Plugin(MakeSimplex) is executed in-place. Numeric options:

View Default value: -1

Plugin(MathEval)

Plugin(MathEval) creates a new view using data from the time step 'TimeStep' in the view 'View'.

If only 'Expression0' is given (and 'Expression1', ..., 'Expression8' are all empty), the plugin creates a scalar view. If 'Expression0', 'Expression1' and/or 'Expression2' are given (and 'Expression3', ..., 'Expression8' are all empty) the plugin creates a vector view. Otherwise the plugin creates a tensor view.

In addition to the usual mathematical functions (Exp, Log, Sqrt, Sin, Cos, Fabs, etc.) and operators (+, -, *, /, ^), all expressions can contain:

- the symbols v0, v1, v2, ..., vn, which represent the n components in 'View';
- the symbols w0, w1, w2, ..., wn, which represent the n components of 'OtherView', at time step 'OtherTimeStep';
- the symbols x, y and z, which represent the three spatial coordinates.

If 'TimeStep' < 0, the plugin extracts data from all the time steps in the view.

If 'View' < 0, the plugin is run on the current view.

Plugin(MathEval) creates one new view. If 'PhysicalRegion' < 0, the plugin is run on all physical regions.

Plugin(MathEval) creates one new view. String options:

Expression0

Default value: " $\text{Sqrt}(v0^2+v1^2+v2^2)$ "

Expression1

Default value: ""

Expression2

Default value: ""

Expression3

Default value: ""

Expression4

Default value: ""

Expression5

Default value: ""

Expression6

Default value: ""

Expression7

Default value: ""

Expression8
 Default value: ""
 Numeric options:
TimeStep Default value: -1
View Default value: -1
OtherTimeStep
 Default value: -1
OtherView
 Default value: -1
ForceInterpolation
 Default value: 0
PhysicalRegion
 Default value: -1

Plugin(MeshSubEntities)

Plugin(MeshSubEntities) creates mesh elements for the entities of dimension 'OutputDimension' (0 for vertices, 1 for edges, 2 for faces) of the 'InputPhysicalGroup' of dimension 'InputDimension'. The plugin creates new elements belonging to 'OutputPhysicalGroup'. Numeric options:

InputDimension
 Default value: 1
InputPhysicalGroup
 Default value: 1
OuputDimension
 Default value: 0
OuputPhysicalGroup
 Default value: 2000

Plugin(MeshVolume)

Plugin(MeshVolume) computes the volume of the mesh.

Only the elements in the physical group 'Physical' of dimension 'Dimension' are taken into account, unless 'Physical' is negative, in which case all the elements of the given 'Dimension' are considered. If 'Dimension' is negative, all the elements are considered.

Plugin(MeshVolume) creates one new view. Numeric options:

Physical Default value: -1
Dimension
 Default value: 3

Plugin(MinMax)

Plugin(MinMax) computes the min/max of a view.

If ‘View’ < 0, the plugin is run on the current view. If ‘OverTime’ = 1, the plugin calculates the min/max over space and time. If ‘Argument’ = 1, the plugin calculates the min/max and the argmin/argmax. If ‘Visible’ = 1, the plugin is only applied to visible entities.

Plugin(MinMax) creates two new views. Numeric options:

View	Default value: -1
OverTime	Default value: 0
Argument	Default value: 0
Visible	Default value: 1

Plugin(ModifyComponents)

Plugin(ModifyComponents) modifies the components of the ‘TimeStep’-th time step in the view ‘View’, using the expressions provided in ‘Expression0’, ..., ‘Expression8’. If an expression is empty, the corresponding component in the view is not modified.

The expressions can contain:

- the usual mathematical functions (Log, Sqrt, Sin, Cos, Fabs, ...) and operators (+, -, *, /, ^);
- the symbols x, y and z, to retrieve the coordinates of the current node;
- the symbols Time and TimeStep, to retrieve the current time and time step values;
- the symbols v0, v1, v2, ..., v8, to retrieve each component of the field in ‘View’ at the ‘TimeStep’-th time step;
- the symbols w0, w1, w2, ..., w8, to retrieve each component of the field in ‘OtherView’ at the ‘OtherTimeStep’-th time step. If ‘OtherView’ and ‘View’ are based on different spatial grids, or if their data types are different, ‘OtherView’ is interpolated onto ‘View’.

If ‘TimeStep’ < 0, the plugin automatically loops over all the time steps in ‘View’ and evaluates the expressions for each one.

If ‘OtherTimeStep’ < 0, the plugin uses ‘TimeStep’ instead.

If ‘View’ < 0, the plugin is run on the current view.

If ‘OtherView’ < 0, the plugin uses ‘View’ instead.

Plugin(ModifyComponents) is executed in-place. String options:

Expression0
Default value: "v0 * Sin(x)"

Expression1
Default value: ""

Expression2
Default value: ""

Expression3
Default value: ""

Expression4
Default value: ""

Expression5
Default value: ""

Expression6
Default value: ""

Expression7
Default value: ""

Expression8
Default value: ""

Numeric options:

TimeStep Default value: -1

View Default value: -1

OtherTimeStep
Default value: -1

OtherView
Default value: -1

ForceInterpolation
Default value: 0

Plugin(ModulusPhase)

Plugin(ModulusPhase) interprets the time steps 'realPart' and 'imaginaryPart' in the view 'View' as the real and imaginary parts of a complex field and replaces them with their corresponding modulus and phase.

If 'View' < 0, the plugin is run on the current view.

Plugin(ModulusPhase) is executed in-place. Numeric options:

RealPart Default value: 0

ImaginaryPart
Default value: 1

View Default value: -1

Plugin(NearToFarField)

Plugin(NearToFarField) computes the far field pattern from the near electric E and magnetic H fields on a surface enclosing the radiating device (antenna).

Parameters: the wavenumber, the angular discretisation (phi in $[0, 2\pi]$ and theta in $[0, \pi]$) of the far field sphere and the indices of the views containing the complex-valued E and H fields. If 'Normalize' is set, the far field is normalized to 1. If 'dB' is set, the far field is computed in dB. If 'NegativeTime' is set, E and H are assumed to have $\exp(-i\omega t)$ time dependency; otherwise they are assumed to have $\exp(+i\omega t)$ time dependency. If 'MatlabOutputFile' is given the raw far field data is also exported in Matlab format.

Plugin(NearToFarField) creates one new view. String options:

MatlabOutputFile

Default value: "farfield.m"

Numeric options:

Wavenumber

Default value: 1

PhiStart Default value: 0

PhiEnd Default value: 6.28319

NumPointsPhi

Default value: 60

ThetaStart

Default value: 0

ThetaEnd Default value: 3.14159

NumPointsTheta

Default value: 30

EView Default value: 0

HView Default value: 1

Normalize

Default value: 1

dB Default value: 1

NegativeTime

Default value: 0

RFar Default value: 0

Plugin(NearestNeighbor)

Plugin(NearestNeighbor) computes the distance from each point in 'View' to its nearest neighbor.

If 'View' < 0, the plugin is run on the current view.

Plugin(NearestNeighbor) is executed in-place. Numeric options:

View Default value: -1

Plugin(NewView)

Plugin(NewView) creates a new model-based view from the current mesh, with 'NumComp' field components, set to value 'Value'.

If 'ViewTag' is positive, force that tag for the created view. String options:

Type Default value: "NodeData"

Numeric options:

NumComp Default value: 1

Value Default value: 0

ViewTag Default value: -1

Plugin(Particles)

Plugin(Particles) computes the trajectory of particles in the force field given by the 'TimeStep'-th time step of a vector view 'View'.

The plugin takes as input a grid defined by the 3 points ('X0','Y0','Z0') (origin), ('X1','Y1','Z1') (axis of U) and ('X2','Y2','Z2') (axis of V).

The number of particles along U and V that are to be transported is set with the options 'NumPointsU' and 'NumPointsV'. The equation

$$A2 * d^2X(t)/dt^2 + A1 * dX(t)/dt + A0 * X(t) = F$$

is then solved with the initial conditions $X(t=0)$ chosen as the grid, $dX/dt(t=0)=0$, and with F interpolated from the vector view.

Time stepping is done using a Newmark scheme with step size 'DT' and 'MaxIter' maximum number of iterations.

If 'View' < 0, the plugin is run on the current view.

Plugin(Particles) creates one new view containing multi-step vector points. Numeric options:

X0 Default value: 0

Y0 Default value: 0

Z0 Default value: 0

X1 Default value: 1

Y1 Default value: 0

Z1 Default value: 0

X2	Default value: 0
Y2	Default value: 1
Z2	Default value: 0
NumPointsU	Default value: 10
NumPointsV	Default value: 1
A2	Default value: 1
A1	Default value: 0
A0	Default value: 0
DT	Default value: 0.1
MaxIter	Default value: 100
TimeStep	Default value: 0
View	Default value: -1

Plugin(Probe)

Plugin(Probe) gets the value of the view 'View' at the point ('X','Y','Z').

If 'View' < 0, the plugin is run on the current view.

Plugin(Probe) creates one new view. Numeric options:

X	Default value: 0
Y	Default value: 0
Z	Default value: 0
View	Default value: -1

Plugin(Remove)

Plugin(Remove) removes the marked items from the view 'View'.

If 'View' < 0, the plugin is run on the current view.

Plugin(Remove) is executed in-place. Numeric options:

Text2D	Default value: 1
Text3D	Default value: 1
Points	Default value: 0
Lines	Default value: 0
Triangles	Default value: 0

```

Quadrangles
    Default value: 0
Tetrahedra
    Default value: 0
Hexahedra
    Default value: 0
Prisms    Default value: 0
Pyramids  Default value: 0
Scalar    Default value: 1
Vector    Default value: 1
Tensor    Default value: 1
View      Default value: -1

```

Plugin(Scal2Tens)

Plugin(Scal2Tens) converts some scalar fields into a tensor field. The number of components must be given (max. 9). The new view 'NameNewView' contains the new tensor field. If the number of a view is -1, the value of the corresponding component is 0. String options:

```

NameNewView
    Default value: "NewView"

```

Numeric options:

```

NumberOfComponents
    Default value: 9
View0    Default value: -1
View1    Default value: -1
View2    Default value: -1
View3    Default value: -1
View4    Default value: -1
View5    Default value: -1
View6    Default value: -1
View7    Default value: -1
View8    Default value: -1

```

Plugin(Scal2Vec)

Plugin(Scal2Vec) converts the scalar fields into a vectorial field. The new view 'NameNewView' contains it. If the number of a view is -1, the value of the corresponding component of the vector field is 0. String options:

```

NameNewView
    Default value: "NewView"

```

Numeric options:

`ViewX` Default value: -1

`ViewY` Default value: -1

`ViewZ` Default value: -1

`Plugin(ShowNeighborElements)`

`Plugin(ShowNeighborElements)` sets visible some elements and a layer of elements around them, the other being set invisible. Numeric options:

`NumLayers`

Default value: 1

`Element1` Default value: 0

`Element2` Default value: 0

`Element3` Default value: 0

`Element4` Default value: 0

`Element5` Default value: 0

`Plugin(SimplePartition)`

`Plugin(SimplePartition)` partitions the current mesh into ‘`NumSlicesX`’, ‘`NumSlicesY`’ and ‘`NumSlicesZ`’ slices along the X-, Y- and Z-axis, respectively. The distribution of these slices is governed by ‘`MappingX`’, ‘`MappingY`’ and ‘`MappingZ`’, where ‘`t`’ is a normalized abscissa along each direction. (Setting ‘`MappingX`’ to ‘`t`’ will thus lead to equidistant slices along the X-axis.)

The plugin creates the topology of the partitioned entities if ‘`CreateTopology`’ is set. String options:

`MappingX` Default value: "t"

`MappingY` Default value: "t"

`MappingZ` Default value: "t"

Numeric options:

`NumSlicesX`

Default value: 4

`NumSlicesY`

Default value: 1

`NumSlicesZ`

Default value: 1

`CreateTopology`

Default value: 1

`Plugin(Skin)`

`Plugin(Skin)` extracts the boundary (skin) of the current mesh (if ‘`FromMesh`’ = 1), or from the the view ‘`View`’ (in which case it creates a new view). If

'View' < 0 and 'FromMesh' = 0, the plugin is run on the current view.
 If 'Visible' is set, the plugin only extracts the skin of visible entities. Numeric options:

Visible Default value: 1
FromMesh Default value: 0
View Default value: -1

Plugin(Smooth)

Plugin(Smooth) averages the values at the nodes of the view 'View'.

If 'View' < 0, the plugin is run on the current view.

Plugin(Smooth) is executed in-place. Numeric options:

View Default value: -1

Plugin(SphericalRaise)

Plugin(SphericalRaise) transforms the coordinates of the elements in the view 'View' using the values associated with the 'TimeStep'-th time step.

Instead of elevating the nodes along the X, Y and Z axes as with the View['View'].RaiseX, View['View'].RaiseY and View['View'].RaiseZ options, the raise is applied along the radius of a sphere centered at ('Xc', 'Yc', 'Zc').

To produce a standard radiation pattern, set 'Offset' to minus the radius of the sphere the original data lives on.

If 'View' < 0, the plugin is run on the current view.

Plugin(SphericalRaise) is executed in-place. Numeric options:

Xc Default value: 0
Yc Default value: 0
Zc Default value: 0
Raise Default value: 1
Offset Default value: 0
TimeStep Default value: 0
View Default value: -1

Plugin(StreamLines)

Plugin(StreamLines) computes stream lines from the 'TimeStep'-th time step of a vector view 'View' and optionally interpolates the scalar view 'OtherView' on the resulting stream lines.

The plugin takes as input a grid defined by the 3 points ('X0', 'Y0', 'Z0') (origin), ('X1', 'Y1', 'Z1') (axis of U) and ('X2', 'Y2', 'Z2') (axis of V).

The number of points along U and V that are to be transported is set with the options ‘NumPointsU’ and ‘NumPointsV’. The equation

$$dX(t)/dt = V(x,y,z)$$

is then solved with the initial condition $X(t=0)$ chosen as the grid and with $V(x,y,z)$ interpolated on the vector view.

The time stepping scheme is a RK44 with step size ‘DT’ and ‘MaxIter’ maximum number of iterations.

If ‘TimeStep’ < 0, the plugin tries to compute streamlines of the unsteady flow.

If ‘View’ < 0, the plugin is run on the current view.

Plugin(StreamLines) creates one new view. This view contains multi-step vector points if ‘OtherView’ < 0, or single-step scalar lines if ‘OtherView’ >= 0. Numeric options:

X0	Default value: 0
Y0	Default value: 0
Z0	Default value: 0
X1	Default value: 1
Y1	Default value: 0
Z1	Default value: 0
X2	Default value: 0
Y2	Default value: 1
Z2	Default value: 0
NumPointsU	Default value: 10
NumPointsV	Default value: 1
DT	Default value: 0.1
MaxIter	Default value: 100
TimeStep	Default value: 0
View	Default value: -1
OtherView	Default value: -1

Plugin(Summation)

Plugin(Summation) sums every time steps of 'Reference View' and (every) 'Other View X' and store the result in a new view.

If 'View 0' < 0 then the current view is selected.

If 'View 1...8' < 0 then this view is skipped.

Views can have different number of time steps

Warning: the Plugin assume that every views share the same mesh and that meshes do not move between time steps! String options:

Resulting View Name

Default value: "default"

Numeric options:

View 0 Default value: -1

View 1 Default value: -1

View 2 Default value: -1

View 3 Default value: -1

View 4 Default value: -1

View 5 Default value: -1

View 6 Default value: -1

View 7 Default value: -1

Plugin(Tetrahedralize)

Plugin(Tetrahedralize) tetrahedralizes the points in the view 'View'.

If 'View' < 0, the plugin is run on the current view.

Plugin(Tetrahedralize) creates one new view. Numeric options:

View Default value: -1

Plugin(Transform)

Plugin(Transform) transforms the homogeneous node coordinates (x,y,z,1) of the elements in the view 'View' by the matrix

```
[ 'A11' 'A12' 'A13' 'Tx' ]
[ 'A21' 'A22' 'A23' 'Ty' ]
[ 'A31' 'A32' 'A33' 'Tz' ].
```

If 'SwapOrientation' is set, the orientation of the elements is reversed.

If 'View' < 0, the plugin is run on the current view.

Plugin(Transform) is executed in-place. Numeric options:

A11 Default value: 1

A12	Default value: 0
A13	Default value: 0
A21	Default value: 0
A22	Default value: 1
A23	Default value: 0
A31	Default value: 0
A32	Default value: 0
A33	Default value: 1
Tx	Default value: 0
Ty	Default value: 0
Tz	Default value: 0
SwapOrientation	
	Default value: 0
View	Default value: -1

Plugin(Triangulate)

Plugin(Triangulate) triangulates the points in the view ‘View’, assuming that all the points belong to a surface that can be projected one-to-one onto a plane. Algorithm selects the old (0) or new (1) meshing algorithm.

If ‘View’ < 0, the plugin is run on the current view.

Plugin(Triangulate) creates one new view. Numeric options:

Algorithm	
	Default value: 1
View	
	Default value: -1

Plugin(VoroMetal)

Plugin(VoroMetal) creates microstructures using Voronoi diagrams.

String options:

SeedsFile	
	Default value: "seeds.txt"

Numeric options:

ComputeBestSeeds	
	Default value: 0
ComputeMicrostructure	
	Default value: 1

Plugin(Warp)

Plugin(Warp) transforms the elements in the view ‘View’ by adding to their node coordinates the vector field stored in the ‘TimeStep’-th time step of the view ‘OtherView’, scaled by ‘Factor’.

If ‘View’ < 0, the plugin is run on the current view.

If ‘OtherView’ < 0, the vector field is taken as the field of surface normals multiplied by the ‘TimeStep’ value in ‘View’. (The smoothing of the surface normals is controlled by the ‘SmoothingAngle’ parameter.)

Plugin(Warp) is executed in-place. Numeric options:

Factor	Default value: 1
TimeStep	Default value: 0
SmoothingAngle	Default value: 180
View	Default value: -1
OtherView	Default value: -1

8.3 Post-processing options

General post-processing option names have the form ‘PostProcessing.*string*’. Options peculiar to post-processing views take two forms.

1. options that should apply to all views can be set through ‘View.*string*’, *before any view is loaded*;
2. options that should apply only to the n -th view take the form ‘View[n].*string*’ ($n = 0, 1, 2, \dots$), *after the n -th view is loaded*.

The list of all post-processing and view options is given in [Section B.5 \[Post-processing options list\]](#), page 226. See [Section A.8 \[t8.geo\]](#), page 149, and [Section A.9 \[t9.geo\]](#), page 152, for some examples.

9 File formats

This chapter describes Gmsh’s native “MSH” file format, used to store meshes and associated post-processing datasets. The MSH format exists in two flavors: ASCII and binary. The format has a version number that is independent of Gmsh’s main version number.

(Remember that for small post-processing datasets you can also use human-readable “parsed” post-processing views, as described in [Section 8.1 \[Post-processing commands\]](#), [page 78](#). Such “parsed” views do not require an underlying mesh, and can therefore be easier to use in some cases.)

9.1 MSH file format

The MSH file format version 4 (current revision: version 4.1) contains one mandatory section giving information about the file (**\$MeshFormat**), followed by several optional sections defining the physical group names (**\$PhysicalName**), the elementary model entities (**\$Entities**), the partitioned entities (**\$PartitionedEntities**), the nodes (**\$Nodes**), the elements (**\$Elements**), the periodicity relations (**\$Periodic**), the ghost elements (**\$GhostElements**), the parametrizations (**\$Parametrizations**) and the post-processing datasets (**\$NodeData**, **\$ElementData**, **\$ElementNodeData**).

To represent a simple mesh, the minimal sections that should be present in the file are **\$MeshFormat**, **\$Nodes** and **\$Elements**. Nodes are assumed to be defined before elements. To represent a mesh with the full topology (BRep) of the model and associated physical groups, an **\$Entities** section should be present before the **\$Nodes** section. Sections can be repeated in the same file, and post-processing sections can be put into separate files (e.g. one file per time step). Any section with an unrecognized header is simply ignored: you can thus add comments in a ‘.msh’ file by putting them e.g. inside a **\$Comments**/**\$EndComments** section.

All the node, element and entity tags (their global identification numbers) should be strictly positive. (Tag 0 is reserved for internal use.) Important note about efficiency: tags can be “sparse”, i.e., do not have to constitute a continuous list of numbers (the format even allows them to not be ordered). However, using sparse tags can lead to performance degradation. For meshes, sparse indexing can¹ force Gmsh to use a map instead of a vector to access nodes and elements. The performance hit is on speed. For post-processing datasets, which always use vectors to access data, the performance hit is on memory. A **\$NodeData** with two nodes, tagged 1 and 1000000, will allocate a (mostly empty) vector of 1000000 elements. By default, for non-partitioned, single file meshes, Gmsh will create files with a continuous ordering of node and element tags, starting at 1. Detecting if the numbering is continuous can be done easily when reading a file by inspecting **numNodes**, **minNodeTag** and **maxNodeTag** in the **\$Nodes** section; and **numElements**, **minElementTag** and **maxElementTag** in the **\$Elements** section.

In binary mode (**Mesh.Binary=1** or **-bin** on the command line), all the numerical values (integer and floating point) not marked as ASCII in the format description below are written in binary form, using the type given between parentheses. The block structure of the **\$Nodes** and **\$Elements** sections allows to read integer and floating point data in each block in a single step (e.g. using **fread** in C).

¹ If the numbering is not too sparse, Gmsh will still use a vector.

The format is defined as follows:

```

$MeshFormat // same as MSH version 2
  version(ASCII double; currently 4.1)
    file-type(ASCII int; 0 for ASCII mode, 1 for binary mode)
    data-size(ASCII int; sizeof(size_t))
    < int with value one; only in binary mode, to detect endianness >
$EndMeshFormat

$PhysicalNames // same as MSH version 2
  numPhysicalNames(ASCII int)
  dimension(ASCII int) physicalTag(ASCII int) "name"(127 characters max)
  ...
$EndPhysicalNames

$Entities
  numPoints(size_t) numCurves(size_t)
    numSurfaces(size_t) numVolumes(size_t)
  pointTag(int) X(double) Y(double) Z(double)
    numPhysicalTags(size_t) physicalTag(int) ...
  ...
  curveTag(int) minX(double) minY(double) minZ(double)
    maxX(double) maxY(double) maxZ(double)
    numPhysicalTags(size_t) physicalTag(int) ...
    numBoundingPoints(size_t) pointTag(int) ...
  ...
  surfaceTag(int) minX(double) minY(double) minZ(double)
    maxX(double) maxY(double) maxZ(double)
    numPhysicalTags(size_t) physicalTag(int) ...
    numBoundingCurves(size_t) curveTag(int) ...
  ...
  volumeTag(int) minX(double) minY(double) minZ(double)
    maxX(double) maxY(double) maxZ(double)
    numPhysicalTags(size_t) physicalTag(int) ...
    numBoundngSurfaces(size_t) surfaceTag(int) ...
  ...
$EndEntities

$PartitionedEntities
  numPartitions(size_t)
  numGhostEntities(size_t)
    ghostEntityTag(int) partition(int)
  ...
  numPoints(size_t) numCurves(size_t)
    numSurfaces(size_t) numVolumes(size_t)
  pointTag(int) parentDim(int) parentTag(int)
    numPartitions(size_t) partitionTag(int) ...

```

```

    X(double) Y(double) Z(double)
    numPhysicalTags(size_t) physicalTag(int) ...
    ...
curveTag(int) parentDim(int) parentTag(int)
    numPartitions(size_t) partitionTag(int) ...
    minX(double) minY(double) minZ(double)
    maxX(double) maxY(double) maxZ(double)
    numPhysicalTags(size_t) physicalTag(int) ...
    numBoundingPoints(size_t) pointTag(int) ...
    ...
surfaceTag(int) parentDim(int) parentTag(int)
    numPartitions(size_t) partitionTag(int) ...
    minX(double) minY(double) minZ(double)
    maxX(double) maxY(double) maxZ(double)
    numPhysicalTags(size_t) physicalTag(int) ...
    numBoundingCurves(size_t) curveTag(int) ...
    ...
volumeTag(int) parentDim(int) parentTag(int)
    numPartitions(size_t) partitionTag(int) ...
    minX(double) minY(double) minZ(double)
    maxX(double) maxY(double) maxZ(double)
    numPhysicalTags(size_t) physicalTag(int) ...
    numBoundingSurfaces(size_t) surfaceTag(int) ...
    ...
$EndPartitionedEntities

$Nodes
    numEntityBlocks(size_t) numNodes(size_t)
    minNodeTag(size_t) maxNodeTag(size_t)
    entityDim(int) entityTag(int) parametric(int; 0 or 1) numNodesInBlock(size_t)
    nodeTag(size_t)
    ...
    x(double) y(double) z(double)
        < u(double; if parametric and entityDim >= 1) >
        < v(double; if parametric and entityDim >= 2) >
        < w(double; if parametric and entityDim == 3) >
    ...
    ...
$EndNodes

$Elements
    numEntityBlocks(size_t) numElements(size_t)
    minElementTag(size_t) maxElementTag(size_t)
    entityDim(int) entityTag(int) elementType(int; see below) numElementsInBlock(size_t)
    elementTag(size_t) nodeTag(size_t) ...
    ...
    ...

```

```

$EndElements

$Periodic
  numPeriodicLinks(size_t)
  entityDim(int) entityTag(int) entityTagMaster(int)
  numAffine(size_t) value(double) ...
  numCorrespondingNodes(size_t)
    nodeTag(size_t) nodeTagMaster(size_t)
  ...
$EndPeriodic

$GhostElements
  numGhostElements(size_t)
  elementTag(size_t) partitionTag(int)
    numGhostPartitions(size_t) ghostPartitionTag(int) ...
  ...
$EndGhostElements

$Parametrizations
  numCurveParam(size_t) numSurfaceParam(size_t)
  curveTag(int) numNodes(size_t)
    nodeX(double) nodeY(double) nodeZ(double) nodeU(double)
  ...
  ...
  surfaceTag(int) numNodes(size_t) numTriangles(size_t)
    nodeX(double) nodeY(double) nodeZ(double) nodeU(double) nodeV(double)
    curvMaxX(double) curvMaxY(double) curvMaxZ(double)
    curvMinX(double) curvMinY(double) curvMinZ(double)
  ...
    nodeIndex1(int) nodeIndex2(int) nodeIndex3(int)
  ...
$EndParametrizations

$NodeData
  numStringTags(ASCII int)
  stringTag(string) ...
  numRealTags(ASCII int)
  realTag(ASCII double) ...
  numIntegerTags(ASCII int)
  integerTag(ASCII int) ...
  nodeTag(size_t) value(double) ...
  ...
$EndNodeData

$ElementData

```

```

    numStringTags(ASCII int)
    stringTag(string) ...
    numRealTags(ASCII int)
    realTag(ASCII double) ...
    numIntegerTags(ASCII int)
    integerTag(ASCII int) ...
    elementTag(size_t) value(double) ...
    ...
$EndElementData

$ElementNodeData
    numStringTags(ASCII int)
    stringTag(string) ...
    numRealTags(ASCII int)
    realTag(ASCII double) ...
    numIntegerTags(ASCII int)
    integerTag(ASCII int) ...
    elementTag(size_t) numNodesPerElement(int) value(double) ...
    ...
$EndElementNodeData

$InterpolationScheme
    name(string)
    numElementTopologies(ASCII int)
    elementTopology
    numInterpolationMatrices(ASCII int)
    numRows(ASCII int) numColumns(ASCII int) value(ASCII double) ...
$EndInterpolationScheme

```

In the format description above, `elementType` is e.g.:

- | | |
|----|--|
| 1 | 2-node line. |
| 2 | 3-node triangle. |
| 3 | 4-node quadrangle. |
| 4 | 4-node tetrahedron. |
| 5 | 8-node hexahedron. |
| 6 | 6-node prism. |
| 7 | 5-node pyramid. |
| 8 | 3-node second order line (2 nodes associated with the vertices and 1 with the edge). |
| 9 | 6-node second order triangle (3 nodes associated with the vertices and 3 with the edges). |
| 10 | 9-node second order quadrangle (4 nodes associated with the vertices, 4 with the edges and 1 with the face). |

- 11 10-node second order tetrahedron (4 nodes associated with the vertices and 6 with the edges).
- 12 27-node second order hexahedron (8 nodes associated with the vertices, 12 with the edges, 6 with the faces and 1 with the volume).
- 13 18-node second order prism (6 nodes associated with the vertices, 9 with the edges and 3 with the quadrangular faces).
- 14 14-node second order pyramid (5 nodes associated with the vertices, 8 with the edges and 1 with the quadrangular face).
- 15 1-node point.
- 16 8-node second order quadrangle (4 nodes associated with the vertices and 4 with the edges).
- 17 20-node second order hexahedron (8 nodes associated with the vertices and 12 with the edges).
- 18 15-node second order prism (6 nodes associated with the vertices and 9 with the edges).
- 19 13-node second order pyramid (5 nodes associated with the vertices and 8 with the edges).
- 20 9-node third order incomplete triangle (3 nodes associated with the vertices, 6 with the edges)
- 21 10-node third order triangle (3 nodes associated with the vertices, 6 with the edges, 1 with the face)
- 22 12-node fourth order incomplete triangle (3 nodes associated with the vertices, 9 with the edges)
- 23 15-node fourth order triangle (3 nodes associated with the vertices, 9 with the edges, 3 with the face)
- 24 15-node fifth order incomplete triangle (3 nodes associated with the vertices, 12 with the edges)
- 25 21-node fifth order complete triangle (3 nodes associated with the vertices, 12 with the edges, 6 with the face)
- 26 4-node third order edge (2 nodes associated with the vertices, 2 internal to the edge)
- 27 5-node fourth order edge (2 nodes associated with the vertices, 3 internal to the edge)
- 28 6-node fifth order edge (2 nodes associated with the vertices, 4 internal to the edge)
- 29 20-node third order tetrahedron (4 nodes associated with the vertices, 12 with the edges, 4 with the faces)
- 30 35-node fourth order tetrahedron (4 nodes associated with the vertices, 18 with the edges, 12 with the faces, 1 in the volume)

- 31 56-node fifth order tetrahedron (4 nodes associated with the vertices, 24 with the edges, 24 with the faces, 4 in the volume)
- 92 64-node third order hexahedron (8 nodes associated with the vertices, 24 with the edges, 24 with the faces, 8 in the volume)
- 93 125-node fourth order hexahedron (8 nodes associated with the vertices, 36 with the edges, 54 with the faces, 27 in the volume)
- ...

All the currently supported elements in the format are defined in `GmshDefines.h`. See [Section 9.2 \[Node ordering\]](#), page 119 for the ordering of the nodes.

The post-processing sections (`$NodeData`, `$ElementData`, `$ElementNodeData`) can contain `numStringTags` string tags, `numRealTags` real value tags and `numIntegerTags` integer tags. The default set of tags understood by Gmsh is as follows:

stringTag

The first is interpreted as the name of the post-processing view and the second as the name of the interpolation scheme, as provided in the `$InterpolationScheme` section.

realTag The first is interpreted as a time value associated with the dataset.

integerTag

The first is interpreted as a time step index (starting at 0), the second as the number of field components of the data in the view (1, 3 or 9), the third as the number of entities (nodes or elements) in the view, and the fourth as the partition index for the view data (0 for no partition).

In the `$InterpolationScheme` section:

numElementTopologies

is the number of element topologies for which interpolation matrices are provided.

elementTopology

is the id tag of a given element topology: 1 for points, 2 for lines, 3 for triangles, 4 for quadrangles, 5 for tetrahedra, 6 for pyramids, 7 for prisms, 8 for hexahedra, 9 for polygons and 10 for polyhedra.

numInterpolationMatrices

is the number of interpolation matrices provided for the given element topology. Currently you should provide 2 matrices, i.e., the matrices that specify how to interpolate the data (they have the same meaning as in [Section 8.1 \[Post-processing commands\]](#), page 78). The matrices are specified by 2 integers (`numRows` and `numColumns`) followed by the values, by row.

Here is a small example of a minimal ASCII MSH4.1 file, with a mesh consisting of two quadrangles and an associated nodal scalar dataset (the comments are not part of the actual file):

```
$MeshFormat
4.1 0 8      MSH4.1, ASCII
$EndMeshFormat
```

```

$Nodes
1 6 1 6      1 entity bloc, 6 nodes total, min/max node tags: 1 and 6
2 1 0 6      2D entity (surface) 1, no parametric coordinates, 6 nodes
1            node tag #1
2            node tag #2
3            etc.
4
5
6
0. 0. 0.      node #1 coordinates (0., 0., 0.)
1. 0. 0.      node #2 coordinates (1., 0., 0.)
1. 1. 0.      etc.
0. 1. 0.
2. 0. 0.
2. 1. 0.
$EndNodes
$Elements
1 2 1 2      1 entity bloc, 2 elements total, min/max element tags: 1 and 2
2 1 3 2      2D entity (surface) 1, element type 3 (4-node quad), 2 elements
1 1 2 3 4     quad tag #1, nodes 1 2 3 4
2 2 5 6 3     quad tag #2, nodes 2 5 6 3
$EndElements
$NodeData
1            1 string tag:
"A scalar view" the name of the view ("A scalar view")
1            1 real tag:
0.0          the time value (0.0)
3            3 integer tags:
0            the time step (0; time steps always start at 0)
1            1-component (scalar) field
6            6 associated nodal values
1 0.0        value associated with node #1 (0.0)
2 0.1        value associated with node #2 (0.1)
3 0.2        etc.
4 0.0
5 0.2
6 0.4
$EndNodeData

```

The 4.1 revision of the format includes the following modifications with respect to the initial 4.0 version:

- All the **unsigned long** entries have been changed to **size_t**. All the entries designating counts which were previously encoded as **int** have also been changed to **size_t**. (This only impacts binary files.)
- The **\$Entities** section is now optional.
- Integer and floating point data in the **\$Nodes** section is not mixed anymore: all the tags are given first, followed by all the coordinates.
- The bounding box for point entities has been replaced simply by the 3 coordinates of the point (instead of the six bounding box values).
- The **entityDim** and **entityTag** values have been switched in the **\$Nodes** and **\$Elements** sections (for consistency with the ordering used elsewhere in the file and in the [Appendix D \[Gmsh API\], page 251](#)).
- The minimum and the maximum tag of nodes (resp. elements) have been added in the

header of the `$Nodes` (resp. `$Elements`) section, to facilitate the detection of sparse or dense numberings when reading the file.

- The `$Periodic` section has been changed to always provide the number of values in the affine transform (which can be zero, if the transform is not provided).

The following changes are foreseen in a future revision of the MSH format:

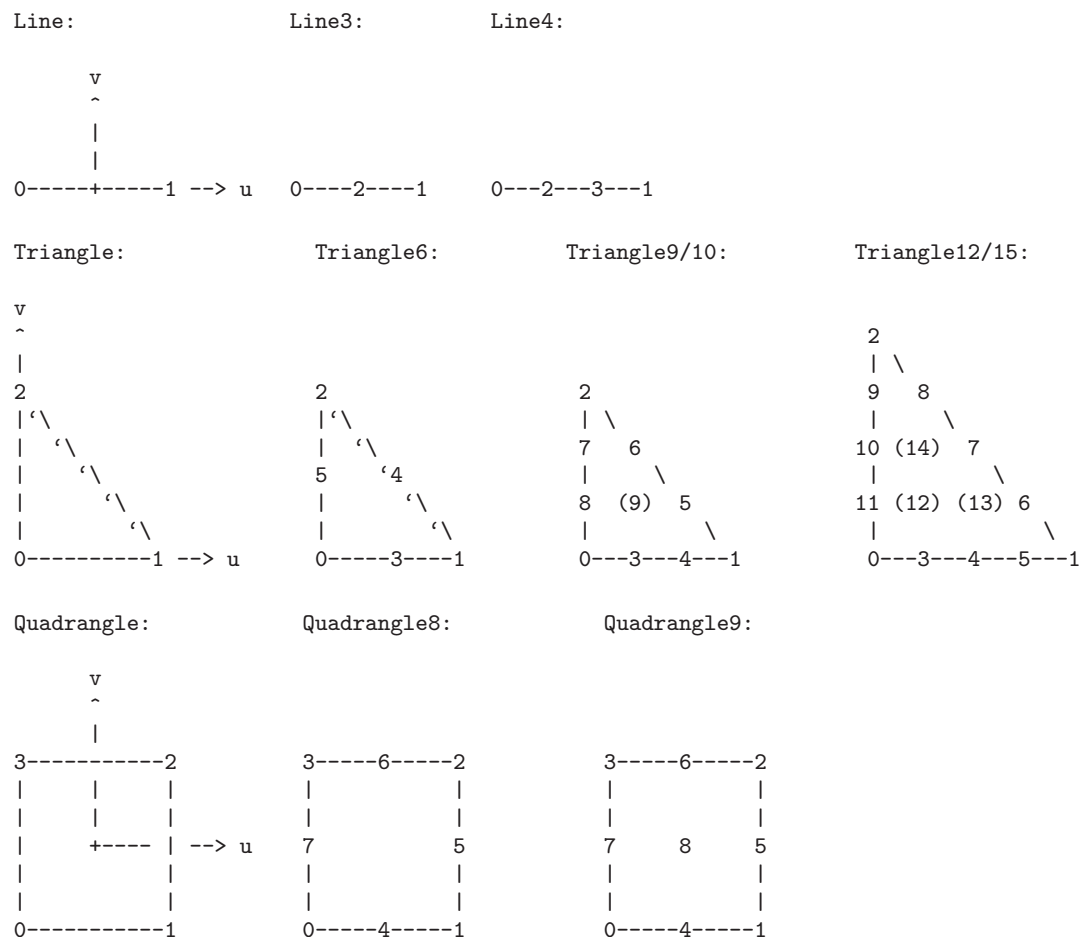
- The `$GhostElements`, `$NodeData`, `$ElementData` and `$ElementNodeData` will be re-worked for greater IO efficiency, with separation of entries by type and a block structure with predictable sizes.

9.2 Node ordering

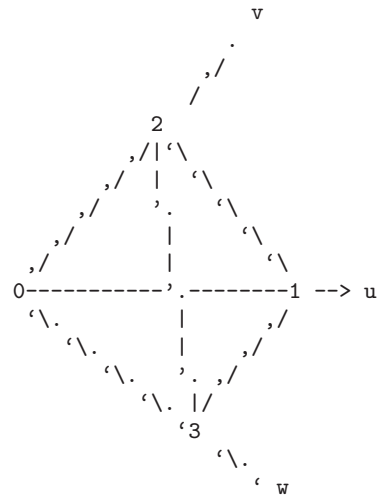
Historically, Gmsh first supported linear elements (lines, triangles, quadrangles, tetrahedra, prisms and hexahedra). Then, support for second and some third order elements has been added. Below we distinguish such “low order elements”, which are hardcoded (i.e. they are explicitly defined in the code), and general “high-order elements”, that have been coded in a more general fashion, theoretically valid for any order.

9.2.1 Low order elements

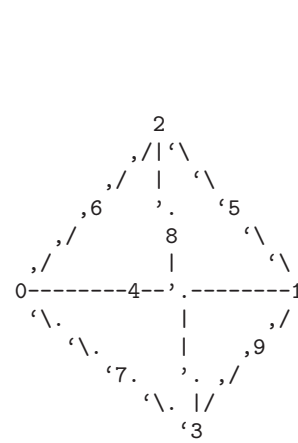
For all mesh and post-processing file formats, the reference elements are defined as follows.



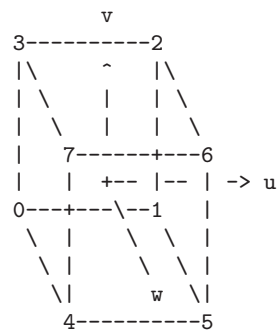
Tetrahedron:



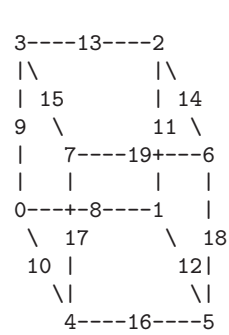
Tetrahedron10:



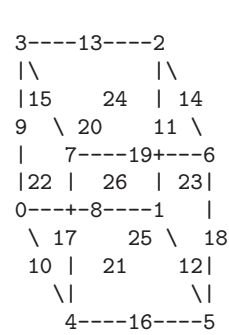
Hexahedron:

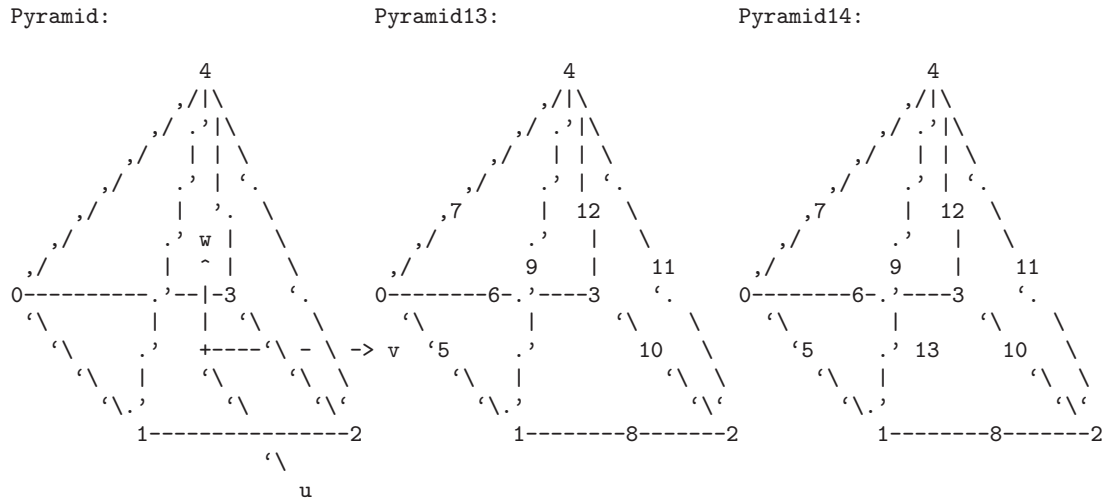


Hexahedron20:



Hexahedron27:





9.2.2 High-order elements

The node ordering of a higher order (possibly curved) element is compatible with the numbering of low order element (it is a generalization). We number nodes in the following order:

- the element principal or corner vertices;
- the internal nodes for each edge;
- the internal nodes for each face;
- the volume internal nodes.

The numbering for internal nodes is recursive, i.e. the numbering follows that of the nodes of an embedded edge/face/volume of lower order. The higher order nodes are assumed to be equispaced. Edges and faces are numbered following the lowest order template that generates a single high-order on this edge/face. Furthermore, an edge is oriented from the node with the lowest to the highest index. The orientation of a face is such that the computed normal points outward; the starting point is the node with the lowest index.

9.3 Legacy formats

This section describes Gmsh's older native file formats. Future versions of Gmsh will continue to support these formats, but we recommend that you do not use them in new applications.

9.3.1 MSH file format version 2 (Legacy)

The MSH file format version 2 is Gmsh's previous native mesh file format, now superseded by the format described in [Section 9.1 \[MSH file format\]](#), page 111. It is defined as follows:

```
$MeshFormat
version-number file-type data-size
$EndMeshFormat
$PhysicalNames
number-of-names
physical-dimension physical-tag "physical-name"
```

```

...
$EndPhysicalNames
$Nodes
number-of-nodes
node-number x-coord y-coord z-coord
...
$EndNodes
$Elements
number-of-elements
elm-number elm-type number-of-tags < tag > ... node-number-list
...
$EndElements
$Periodic
number-of-periodic-entities
dimension entity-tag master-entity-tag
number-of-nodes
node-number master-node-number
...
$EndPeriodic
$NodeData
number-of-string-tags
< "string-tag" >
...
number-of-real-tags
< real-tag >
...
number-of-integer-tags
< integer-tag >
...
node-number value ...
...
$EndNodeData
$ElementData
number-of-string-tags
< "string-tag" >
...
number-of-real-tags
< real-tag >
...
number-of-integer-tags
< integer-tag >
...
elm-number value ...
...
$EndElementData
$ElementNodeData
number-of-string-tags

```

```

< "string-tag" >
...
number-of-real-tags
< real-tag >
...
number-of-integer-tags
< integer-tag >
...
elm-number number-of-nodes-per-element value ...
...
$EndElementNodeData
$InterpolationScheme
"name"
number-of-element-topologies
elm-topology
number-of-interpolation-matrices
num-rows num-columns value ...
...
$EndInterpolationScheme

```

where

version-number

is a real number equal to 2.2

file-type

is an integer equal to 0 in the ASCII file format.

data-size

is an integer equal to the size of the floating point numbers used in the file (currently only *data-size* = sizeof(double) is supported).

number-of-nodes

is the number of nodes in the mesh.

node-number

is the number (index) of the *n*-th node in the mesh; *node-number* must be a positive (non-zero) integer. Note that the *node-numbers* do not necessarily have to form a dense nor an ordered sequence.

x-coord y-coord z-coord

are the floating point values giving the X, Y and Z coordinates of the *n*-th node.

number-of-elements

is the number of elements in the mesh.

elm-number

is the number (index) of the *n*-th element in the mesh; *elm-number* must be a positive (non-zero) integer. Note that the *elm-numbers* do not necessarily have to form a dense nor an ordered sequence.

elm-type defines the geometrical type of the *n*-th element: see [Section 9.1 \[MSH file format\]](#), page 111.

number-of-tags

gives the number of integer tags that follow for the n -th element. By default, the first *tag* is the tag of the physical entity to which the element belongs; the second is the tag of the elementary model entity to which the element belongs; the third is the number of mesh partitions to which the element belongs, followed by the partition ids (negative partition ids indicate ghost cells). A zero tag is equivalent to no tag. Gmsh and most codes using the MSH 2 format require at least the first two tags (physical and elementary tags).

node-number-list

is the list of the node numbers of the n -th element. The ordering of the nodes is given in [Section 9.2 \[Node ordering\]](#), [page 119](#).

number-of-string-tags

gives the number of string tags that follow. By default the first *string-tag* is interpreted as the name of the post-processing view and the second as the name of the interpolation scheme. The interpolation scheme is provided in the `$InterpolationScheme` section (see below).

number-of-real-tags

gives the number of real number tags that follow. By default the first *real-tag* is interpreted as a time value associated with the dataset.

number-of-integer-tags

gives the number of integer tags that follow. By default the first *integer-tag* is interpreted as a time step index (starting at 0), the second as the number of field components of the data in the view (1, 3 or 9), the third as the number of entities (nodes or elements) in the view, and the fourth as the partition index for the view data (0 for no partition).

number-of-nodes-per-elements

gives the number of node values for an element in an element-based view.

value is a real number giving the value associated with a node or an element. For `NodeData` (respectively `ElementData`) views, there are *ncomp* values per node (resp. per element), where *ncomp* is the number of field components. For `ElementNodeData` views, there are *ncomp* times *number-of-nodes-per-elements* values per element.

number-of-element-topologies

is the number of element topologies for which interpolation matrices are provided

elm-topology

is the id tag of a given element topology: 1 for points, 2 for lines, 3 for triangles, 4 for quadrangles, 5 for tetrahedra, 6 for pyramids, 7 for prisms, 8 for hexahedra, 9 for polygons and 10 for polyhedra.

number-of-interpolation-matrices

is the number of interpolation matrices provided for the element topology *elm-topology*. Currently you should provide 2 matrices, i.e., the matrices that specify how to interpolate the data (they have the same meaning as in [Section 8.1](#)

[[Post-processing commands](#)], page 78). The matrices are specified by 2 integers (*num-rows* and *num-columns*) followed by the values.

Below is a small example (a mesh consisting of two quadrangles with an associated nodal scalar dataset; the comments are not part of the actual file!):

```
$MeshFormat
2.2 0 8
$EndMeshFormat
$Nodes
6
1 0.0 0.0 0.0
2 1.0 0.0 0.0
3 1.0 1.0 0.0
4 0.0 1.0 0.0
5 2.0 0.0 0.0
6 2.0 1.0 0.0
$EndNodes
$Elements
2
1 3 2 99 2 1 2 3 4
2 3 2 99 2 2 5 6 3
$EndElements
$NodeData
1
"A scalar view"
1
0.0
3
0
1
6
1 0.0
2 0.1
3 0.2
4 0.0
5 0.2
6 0.4
$EndNodeData
```

six mesh nodes:
node #1: coordinates (0.0, 0.0, 0.0)
node #2: coordinates (1.0, 0.0, 0.0)
etc.

two elements:
quad #1: type 3, physical 99, elementary 2, nodes 1 2 3 4
quad #2: type 3, physical 99, elementary 2, nodes 2 5 6 3

one string tag:
the name of the view ("A scalar view")
one real tag:
the time value (0.0)
three integer tags:
the time step (0; time steps always start at 0)
1-component (scalar) field
six associated nodal values
value associated with node #1 (0.0)
value associated with node #2 (0.1)
etc.

The binary file format is similar to the ASCII format described above:

```
$MeshFormat
version-number file-type data-size
one-binary
$EndMeshFormat
$Nodes
number-of-nodes
nodes-binary
$EndNodes
$Elements
number-of-elements
element-header-binary
elements-binary
element-header-binary
elements-binary
```

```
...
$EndElements
```

[All other sections are identical to ASCII, except that *node-number*, *elm-number*, *number-of-nodes-per-element* and *values* are written in binary format. Beware that all the \$End tags must start on a new line.]

where

version-number

is a real number equal to 2.2.

file-type

is an integer equal to 1.

data-size

has the same meaning as in the ASCII file format. Currently only *data-size* = sizeof(double) is supported.

one-binary

is an integer of value 1 written in binary form. This integer is used for detecting if the computer on which the binary file was written and the computer on which the file is read are of the same type (little or big endian).

Here is a pseudo C code to write *one-binary*:

```
int one = 1;
fwrite(&one, sizeof(int), 1, file);
```

number-of-nodes

has the same meaning as in the ASCII file format.

nodes-binary

is the list of nodes in binary form, i.e., a array of *number-of-nodes* * (4 + 3 * *data-size*) bytes. For each node, the first 4 bytes contain the node number and the next (3 * *data-size*) bytes contain the three floating point coordinates.

Here is a pseudo C code to write *nodes-binary*:

```
for(i = 0; i < number_of_nodes; i++){
    fwrite(&num_i, sizeof(int), 1, file);
    double xyz[3] = {node_i_x, node_i_y, node_i_z};
    fwrite(xyz, sizeof(double), 3, file);
}
```

number-of-elements

has the same meaning as in the ASCII file format.

element-header-binary

is a list of 3 integers in binary form, i.e., an array of (3 * 4) bytes: the first four bytes contain the type of the elements that follow (same as *elm-type* in the ASCII format), the next four contain the number of elements that follow, and the last four contain the number of tags per element (same as *number-of-tags* in the ASCII format).

Here is a pseudo C code to write *element-header-binary*:


```
int header[3] = {elm_type, num_elm_follow, num_tags};
fwrite(header, sizeof(int), 3, file);
```

elements-binary

is a list of elements in binary form, i.e., an array of “number of elements that follow” * (4 + *number-of-tags* * 4 + *#node-number-list* * 4) bytes. For each element, the first four bytes contain the element number, the next (*number-of-tags* * 4) contain the tags, and the last (*#node-number-list* * 4) contain the node indices.

Here is a pseudo C code to write *elements-binary* for triangles with the 2 standard tags (the physical and elementary regions):

```
for(i = 0; i < number_of_triangles; i++){
    int data[6] = {num_i, physical, elementary,
                  node_i_1, node_i_2, node_i_3};
    fwrite(data, sizeof(int), 6, file);
}
```

9.3.2 MSH file format version 1 (Legacy)

The MSH file format version 1 is Gmsh’s original native mesh file format, now superseded by the format described in [Section 9.1 \[MSH file format\]](#), [page 111](#). It is defined as follows:

```
$NOD
number-of-nodes
node-number x-coord y-coord z-coord
...
$ENDNOD
$ELM
number-of-elements
elm-number elm-type reg-phys reg-elem number-of-nodes node-number-list
...
$ENDELM
```

where

number-of-nodes

is the number of nodes in the mesh.

node-number

is the number (index) of the *n*-th node in the mesh; *node-number* must be a positive (non-zero) integer. Note that the *node-numbers* do not necessarily have to form a dense nor an ordered sequence.

x-coord y-coord z-coord

are the floating point values giving the X, Y and Z coordinates of the *n*-th node.

number-of-elements

is the number of elements in the mesh.

elm-number

is the number (index) of the *n*-th element in the mesh; *elm-number* must be a positive (non-zero) integer. Note that the *elm-numbers* do not necessarily have to form a dense nor an ordered sequence.

elm-type defines the geometrical type of the *n*-th element:

- | | |
|----|--|
| 1 | 2-node line. |
| 2 | 3-node triangle. |
| 3 | 4-node quadrangle. |
| 4 | 4-node tetrahedron. |
| 5 | 8-node hexahedron. |
| 6 | 6-node prism. |
| 7 | 5-node pyramid. |
| 8 | 3-node second order line (2 nodes associated with the vertices and 1 with the edge). |
| 9 | 6-node second order triangle (3 nodes associated with the vertices and 3 with the edges). |
| 10 | 9-node second order quadrangle (4 nodes associated with the vertices, 4 with the edges and 1 with the face). |
| 11 | 10-node second order tetrahedron (4 nodes associated with the vertices and 6 with the edges). |
| 12 | 27-node second order hexahedron (8 nodes associated with the vertices, 12 with the edges, 6 with the faces and 1 with the volume). |
| 13 | 18-node second order prism (6 nodes associated with the vertices, 9 with the edges and 3 with the quadrangular faces). |
| 14 | 14-node second order pyramid (5 nodes associated with the vertices, 8 with the edges and 1 with the quadrangular face). |
| 15 | 1-node point. |
| 16 | 8-node second order quadrangle (4 nodes associated with the vertices and 4 with the edges). |
| 17 | 20-node second order hexahedron (8 nodes associated with the vertices and 12 with the edges). |
| 18 | 15-node second order prism (6 nodes associated with the vertices and 9 with the edges). |
| 19 | 13-node second order pyramid (5 nodes associated with the vertices and 8 with the edges). |

See below for the ordering of the nodes.

reg-phys is the tag of the physical entity to which the element belongs; *reg-phys* must be a positive integer, or zero. If *reg-phys* is equal to zero, the element is considered not to belong to any physical entity.

reg-elem is the tag of the elementary entity to which the element belongs; *reg-elem* must be a positive (non-zero) integer.

number-of-nodes

is the number of nodes for the *n*-th element. This is redundant, but kept for backward compatibility.

node-number-list

is the list of the *number-of-nodes* node numbers of the *n*-th element. The ordering of the nodes is given in [Section 9.2 \[Node ordering\]](#), page 119.

9.3.3 POS ASCII file format (Legacy)

The POS ASCII file is Gmsh's old native post-processing format, now superseded by the format described in [Section 9.1 \[MSH file format\]](#), page 111. It is defined as follows:

```
$PostFormat
1.4 file-type data-size
$EndPostFormat
$View
view-name nb-time-steps
nb-scalar-points nb-vector-points nb-tensor-points
nb-scalar-lines nb-vector-lines nb-tensor-lines
nb-scalar-triangles nb-vector-triangles nb-tensor-triangles
nb-scalar-quadrangles nb-vector-quadrangles nb-tensor-quadrangles
nb-scalar-tetrahedra nb-vector-tetrahedra nb-tensor-tetrahedra
nb-scalar-hexahedra nb-vector-hexahedra nb-tensor-hexahedra
nb-scalar-prisms nb-vector-prisms nb-tensor-prisms
nb-scalar-pyramids nb-vector-pyramids nb-tensor-pyramids
nb-scalar-lines2 nb-vector-lines2 nb-tensor-lines2
nb-scalar-triangles2 nb-vector-triangles2 nb-tensor-triangles2
nb-scalar-quadrangles2 nb-vector-quadrangles2 nb-tensor-quadrangles2
nb-scalar-tetrahedra2 nb-vector-tetrahedra2 nb-tensor-tetrahedra2
nb-scalar-hexahedra2 nb-vector-hexahedra2 nb-tensor-hexahedra2
nb-scalar-prisms2 nb-vector-prisms2 nb-tensor-prisms2
nb-scalar-pyramids2 nb-vector-pyramids2 nb-tensor-pyramids2
nb-text2d nb-text2d-chars nb-text3d nb-text3d-chars
time-step-values
< scalar-point-value > ... < vector-point-value > ...
    < tensor-point-value > ...
< scalar-line-value > ... < vector-line-value > ...
    < tensor-line-value > ...
< scalar-triangle-value > ... < vector-triangle-value > ...
    < tensor-triangle-value > ...
< scalar-quadrangle-value > ... < vector-quadrangle-value > ...
    < tensor-quadrangle-value > ...
< scalar-tetrahedron-value > ... < vector-tetrahedron-value > ...
    < tensor-tetrahedron-value > ...
< scalar-hexahedron-value > ... < vector-hexahedron-value > ...
    < tensor-hexahedron-value > ...
< scalar-prism-value > ... < vector-prism-value > ...
    < tensor-prism-value > ...
```

```

< scalar-pyramid-value > ... < vector-pyramid-value > ...
    < tensor-pyramid-value > ...
< scalar-line2-value > ... < vector-line2-value > ...
    < tensor-line2-value > ...
< scalar-triangle2-value > ... < vector-triangle2-value > ...
    < tensor-triangle2-value > ...
< scalar-quadrangle2-value > ... < vector-quadrangle2-value > ...
    < tensor-quadrangle2-value > ...
< scalar-tetrahedron2-value > ... < vector-tetrahedron2-value > ...
    < tensor-tetrahedron2-value > ...
< scalar-hexahedron2-value > ... < vector-hexahedron2-value > ...
    < tensor-hexahedron2-value > ...
< scalar-prism2-value > ... < vector-prism2-value > ...
    < tensor-prism2-value > ...
< scalar-pyramid2-value > ... < vector-pyramid2-value > ...
    < tensor-pyramid2-value > ...
< text2d > ... < text2d-chars > ...
< text3d > ... < text3d-chars > ...
$EndView

```

where

file-type

is an integer equal to 0 in the ASCII file format.

data-size

is an integer equal to the size of the floating point numbers used in the file (usually, *data-size* = sizeof(double)).

view-name

is a string containing the name of the view (max. 256 characters).

nb-time-steps

is an integer giving the number of time steps in the view.

nb-scalar-points

nb-vector-points

... are integers giving the number of scalar points, vector points, ..., in the view.

nb-text2d

nb-text3d

are integers giving the number of 2D and 3D text strings in the view.

nb-text2d-chars

nb-text3d-chars

are integers giving the total number of characters in the 2D and 3D strings.

time-step-values

is a list of *nb-time-steps* double precision numbers giving the value of the time (or any other variable) for which an evolution was saved.

scalar-point-value

vector-point-value

... are lists of double precision numbers giving the node coordinates and the values associated with the nodes of the *nb-scalar-points* scalar points, *nb-vector-points* vector points, ..., for each of the *time-step-values*.

For example, *vector-triangle-value* is defined as:

```
coord1-node1 coord1-node2 coord1-node3
coord2-node1 coord2-node2 coord2-node3
coord3-node1 coord3-node2 coord3-node3
comp1-node1-time1 comp2-node1-time1 comp3-node1-time1
comp1-node2-time1 comp2-node2-time1 comp3-node2-time1
comp1-node3-time1 comp2-node3-time1 comp3-node3-time1
comp1-node1-time2 comp2-node1-time2 comp3-node1-time2
comp1-node2-time2 comp2-node2-time2 comp3-node2-time2
comp1-node3-time2 comp2-node3-time2 comp3-node3-time2
...
```

The ordering of the nodes is given in [Section 9.2 \[Node ordering\]](#), page 119.

text2d is a list of 4 double precision numbers:

```
coord1 coord2 style index
```

where *coord1* and *coord2* give the X-Y position of the 2D string in screen coordinates (measured from the top-left corner of the window) and where *index* gives the starting index of the string in *text2d-chars*. If *coord1* (respectively *coord2*) is negative, the position is measured from the right (respectively bottom) edge of the window. If *coord1* (respectively *coord2*) is larger than 99999, the string is centered horizontally (respectively vertically). If *style* is equal to zero, the text is aligned bottom-left and displayed using the default font and size. Otherwise, *style* is converted into an integer whose eight lower bits give the font size, whose eight next bits select the font (the index corresponds to the position in the font menu in the GUI), and whose eight next bits define the text alignment (0=bottom-left, 1=bottom-center, 2=bottom-right, 3=top-left, 4=top-center, 5=top-right, 6=center-left, 7=center-center, 8=center-right).

text2d-chars

is a list of *nb-text2d-chars* characters. Substrings are separated with the null '\0' character.

text3d is a list of 5 double precision numbers

```
coord1 coord2 coord3 style index
```

where *coord1*, *coord2* and *coord3* give the XYZ coordinates of the string in model (real world) coordinates, *index* gives the starting index of the string in *text3d-chars*, and *style* has the same meaning as in *text2d*.

text3d-chars

is a list of *nb-text3d-chars* chars. Substrings are separated with the null '\0' character.

9.3.4 POS binary file format (Legacy)

The POS binary file format is the same as the POS ASCII file format described in [Section 9.3.3 \[POS ASCII file format \(Legacy\)\]](#), [page 129](#), except that:

1. *file-type* equals 1.
2. all lists of floating point numbers and characters are written in binary format
3. there is an additional integer, of value 1, written before *time-step-values*. This integer is used for detecting if the computer on which the binary file was written and the computer on which the file is read are of the same type (little or big endian).

Here is a pseudo C code to write a post-processing file in binary format:

```
int one = 1;

fprintf(file, "$PostFormat\n");
fprintf(file, "%g %d %d\n", 1.4, 1, sizeof(double));
fprintf(file, "$EndPostFormat\n");
fprintf(file, "$View\n");
fprintf(file, "%s %d "
    "%d %d %d %d %d %d %d %d %d "
    "%d %d %d %d %d %d %d %d %d "
    "%d %d %d %d %d %d %d %d %d "
    "%d %d %d %d %d %d %d %d %d "
    "%d %d %d %d %d %d %d %d %d "
    "%d %d %d %d\n",
    view-name, nb-time-steps,
    nb-scalar-points, nb-vector-points, nb-tensor-points,
    nb-scalar-lines, nb-vector-lines, nb-tensor-lines,
    nb-scalar-triangles, nb-vector-triangles, nb-tensor-triangles,
    nb-scalar-quadrangles, nb-vector-quadrangles, nb-tensor-quadrangles,
    nb-scalar-tetrahedra, nb-vector-tetrahedra, nb-tensor-tetrahedra,
    nb-scalar-hexahedra, nb-vector-hexahedra, nb-tensor-hexahedra,
    nb-scalar-prisms, nb-vector-prisms, nb-tensor-prisms,
    nb-scalar-pyramids, nb-vector-pyramids, nb-tensor-pyramids,
    nb-scalar-lines2, nb-vector-lines2, nb-tensor-lines2,
    nb-scalar-triangles2, nb-vector-triangles2, nb-tensor-triangles2,
    nb-scalar-quadrangles2, nb-vector-quadrangles2, nb-tensor-quadrangles2,
    nb-scalar-tetrahedra2, nb-vector-tetrahedra2, nb-tensor-tetrahedra2,
    nb-scalar-hexahedra2, nb-vector-hexahedra2, nb-tensor-hexahedra2,
    nb-scalar-prisms2, nb-vector-prisms2, nb-tensor-prisms2,
    nb-scalar-pyramids2, nb-vector-pyramids2, nb-tensor-pyramids2,
    nb-text2d, nb-text2d-chars, nb-text3d, nb-text3d-chars);
fwrite(&one, sizeof(int), 1, file);
fwrite(time-step-values, sizeof(double), nb-time-steps, file);
fwrite(all-scalar-point-values, sizeof(double), ..., file);
...
fprintf(file, "\n$EndView\n");
```

In this pseudo-code, *all-scalar-point-values* is the array of double precision numbers containing all the *scalar-point-value* lists, put one after each other in order to form a long array of doubles. The principle is the same for all other kinds of values.

Appendix A Tutorial

The following examples introduce new features gradually, starting with [Section A.1 \[t1.geo\]](#), [page 135](#). The files corresponding to these examples are available in the [tutorial](#) directory of the Gmsh distribution. C++, C, Python or Julia versions of several of these tutorials are also available in [demos/api](#).

To learn how to run Gmsh on your computer, see [Chapter 3 \[Running Gmsh on your system\]](#), [page 11](#). Screencasts that show how to use the GUI are available on <http://gmsh.info/screencasts/>.

A.1 t1.geo

```

/*****
 *
 * Gmsh tutorial 1
 *
 * Variables, elementary entities (points, curves, surfaces), physical
 * entities (points, curves, surfaces)
 *
 *****/

// The simplest construction in Gmsh's scripting language is the
// 'affectation'. The following command defines a new variable 'lc':

lc = 1e-2;

// This variable can then be used in the definition of Gmsh's simplest
// 'elementary entity', a 'Point'. A Point is defined by a list of four numbers:
// three coordinates (X, Y and Z), and a characteristic length (lc) that sets
// the target element size at the point:

Point(1) = {0, 0, 0, lc};

// The distribution of the mesh element sizes is then obtained by interpolation
// of these characteristic lengths throughout the geometry. Another method to
// specify characteristic lengths is to use general mesh size Fields (see
// 't10.geo'). A particular case is the use of a background mesh (see 't7.geo').

// We can then define some additional points as well as our first curve. Curves
// are Gmsh's second type of elementary entities, and, amongst curves, straight
// lines are the simplest. A straight line is defined by a list of point
// numbers. In the commands below, for example, the line 1 starts at point 1 and
// ends at point 2:

Point(2) = {.1, 0, 0, lc} ;
Point(3) = {.1, .3, 0, lc} ;
Point(4) = {0, .3, 0, lc} ;

```

```

Line(1) = {1,2} ;
Line(2) = {3,2} ;
Line(3) = {3,4} ;
Line(4) = {4,1} ;

// The third elementary entity is the surface. In order to define a simple
// rectangular surface from the four curves defined above, a curve loop has first
// to be defined. A curve loop is a list of connected curves, a sign being
// associated with each curve (depending on the orientation of the curve):

Curve Loop(1) = {4,1,-2,3} ;

// We can then define the surface as a list of curve loops (only one here, since
// there are no holes--see 't4.geo'):

Plane Surface(1) = {1} ;

// At this level, Gmsh knows everything to display the rectangular surface 6 and
// to mesh it. An optional step is needed if we want to group elementary
// geometrical entities into more meaningful groups, e.g. to define some
// mathematical ("domain", "boundary"), functional ("left wing", "fuselage") or
// material ("steel", "carbon") properties.
//
// Such groups are called "Physical Groups" in Gmsh. By default, if physical
// groups are defined, Gmsh will export in output files only those elements that
// belong to at least one physical group. (To force Gmsh to save all elements,
// whether they belong to physical groups or not, set "Mesh.SaveAll=1;", or
// specify "-save_all" on the command line.)
//
// Here we define a physical curve that groups the left, bottom and right lines
// in a single group (with prescribed tag 5); and a physical surface with name
// "My surface" (with an automatic tag) containing the geometrical surface 1:

Physical Curve(5) = {1, 2, 4} ;
Physical Surface("My surface") = {1} ;

// Note that starting with Gmsh 3.0, models can be built using different
// geometry kernels than the default "built-in" kernel. By specifying
//
//   SetFactory("OpenCASCADE");
//
// any subsequent command in the .geo file would be handled by the OpenCASCADE
// geometry kernel instead of the built-in kernel. A rectangular surface could
// then simply be created with
//
//   Rectangle(2) = {.2, 0, 0, 0.1, 0.3};

```

```
//
// See tutorial/t16.geo for a complete example, and demos/boolean for more.
```

A.2 t2.geo

```

/*****
 *
 * Gmsh tutorial 2
 *
 * Includes, geometrical transformations, extruded geometries,
 * elementary entities (volumes), physical entities (volumes)
 *
 *****/

// We first include the previous tutorial file, in order to use it as a basis
// for this one:

Include "t1.geo";

// We can then add new points and curves in the same way as we did in 't1.geo':

Point(5) = {0, .4, 0, 1c};
Line(5) = {4, 5};

// But Gmsh also provides tools to tranform (translate, rotate, etc.)
// elementary entities or copies of elementary entities. For example, the point
// 3 can be moved by 0.05 units to the left with:

Translate {-0.05, 0, 0} { Point{3}; }

// The resulting point can also be duplicated and translated by 0.1 along the y
// axis:

Translate {0, 0.1, 0} { Duplicata{ Point{3}; } }

// This command created a new point with an automatically assigned id. This id
// can be obtained using the graphical user interface by hovering the mouse over
// it and looking at the bottom of the graphic window: in this case, the new
// point has id "6". Point 6 can then be used to create new entities, e.g.:

Line(7) = {3, 6};
Line(8) = {6, 5};
Curve Loop(10) = {5,-8,-7,3};
Plane Surface(11) = {10};

// Using the graphical user interface to obtain the ids of newly created
// entities can sometimes be cumbersome. It can then be advantageous to use the

```

```

// return value of the transformation commands directly. For example, the
// Translate command returns a list containing the ids of the translated
// entities. For example, we can translate copies of the two surfaces 6 and 11
// to the right with the following command:

my_new_surfs[] = Translate {0.12, 0, 0} { Duplicata{ Surface{1, 11}; } };

// my_new_surfs[] (note the square brackets) denotes a list, which in this case
// contains the ids of the two new surfaces (check 'Tools->Message console' to
// see the message):

Printf("New surfaces '%g' and '%g'", my_new_surfs[0], my_new_surfs[1]);

// In Gmsh lists use square brackets for their definition (mylist[] = {1,2,3};)
// as well as to access their elements (myotherlist[] = {mylist[0],
// mylist[2]};). Note that list indexing starts at 0.

// Volumes are the fourth type of elementary entities in Gmsh. In the same way
// one defines curve loops to build surfaces, one has to define surface loops
// (i.e. 'shells') to build volumes. The following volume does not have holes
// and thus consists of a single surface loop:

Point(100) = {0., 0.3, 0.13, 1c}; Point(101) = {0.08, 0.3, 0.1, 1c};
Point(102) = {0.08, 0.4, 0.1, 1c}; Point(103) = {0., 0.4, 0.13, 1c};

Line(110) = {4, 100}; Line(111) = {3, 101};
Line(112) = {6, 102}; Line(113) = {5, 103};
Line(114) = {103, 100}; Line(115) = {100, 101};
Line(116) = {101, 102}; Line(117) = {102, 103};

Curve Loop(118) = {115, -111, 3, 110}; Plane Surface(119) = {118};
Curve Loop(120) = {111, 116, -112, -7}; Plane Surface(121) = {120};
Curve Loop(122) = {112, 117, -113, -8}; Plane Surface(123) = {122};
Curve Loop(124) = {114, -110, 5, 113}; Plane Surface(125) = {124};
Curve Loop(126) = {115, 116, 117, 114}; Plane Surface(127) = {126};

Surface Loop(128) = {127, 119, 121, 123, 125, 11};
Volume(129) = {128};

// When a volume can be extruded from a surface, it is usually easier to use the
// Extrude command directly instead of creating all the points, curves and
// surfaces by hand. For example, the following command extrudes the surface 11
// along the z axis and automatically creates a new volume (as well as all the
// needed points, curves and surfaces):

Extrude {0, 0, 0.12} { Surface{my_new_surfs[1]}; }

```

```
// The following command permits to manually assign a characteristic length to
// some of the new points:

Characteristic Length {103, 105, 109, 102, 28, 24, 6, 5} = lc * 3;

// Note that, if the transformation tools are handy to create complex
// geometries, it is also sometimes useful to generate the 'flat' geometry, with
// an explicit list of all elementary entities. This can be achieved by
// selecting the 'File->Export->Gmsh unrolled geometry' menu or by typing
//
// > gmsh t2.geo -0
//
// on the command line.

// We finally group volumes 129 and 130 in a single physical group with tag "1"
// and name "The volume":

Physical Volume("The volume", 1) = {129,130};
```

A.3 t3.geo

```
/*
 *
 * Gmsh tutorial 3
 *
 * Extruded meshes, parameters, options
 *
 */
*****/

// Again, we start by including the first tutorial:

Include "t1.geo";

// As in 't2.geo', we plan to perform an extrusion along the z axis. But here,
// instead of only extruding the geometry, we also want to extrude the 2D
// mesh. This is done with the same 'Extrude' command, but by specifying element
// 'Layers' (2 layers in this case, the first one with 8 subdivisions and the
// second one with 2 subdivisions, both with a height of h/2):

h = 0.1;

Extrude {0,0,h} {
  Surface{1}; Layers{ {8,2}, {0.5,1} };
}

// The extrusion can also be performed with a rotation instead of a translation,
// and the resulting mesh can be recombined into prisms (we use only one layer
```

```

// here, with 7 subdivisions). All rotations are specified by an axis direction
// ({0,1,0}), an axis point ({-0.1,0,0.1}) and a rotation angle (-Pi/2):

Extrude { {0,1,0} , {-0.1,0,0.1} , -Pi/2 } {
  Surface{28}; Layers{7}; Recombine;
}

// Note that a translation ({-2*h,0,0}) and a rotation ({1,0,0}, {0,0.15,0.25},
// Pi/2) can also be combined. Here the angle is specified as a 'parameter',
// using the 'DefineConstant' syntax. This parameter can be modified
// interactively in the GUI, and can be exchanged with other codes using the
// ONELAB framework:

DefineConstant[ angle = {90, Min 0, Max 120, Step 1,
                        Name "Parameters/Twisting angle" } ];

out[] = Extrude { {-2*h,0,0}, {1,0,0} , {0,0.15,0.25} , angle * Pi / 180 } {
  Surface{50}; Layers{10}; Recombine;
};

// In this last extrusion command we retrieved the volume number programatically
// by using the return value (a list) of the Extrude command. This list contains
// the "top" of the extruded surface (in out[0]), the newly created volume (in
// out[1]) and the ids of the lateral surfaces (in out[2], out[3], ...)

// We can then define a new physical volume (with tag 101) to group all the
// elementary volumes:

Physical Volume(101) = {1, 2, out[1]};

// Let us now change some options... Since all interactive options are
// accessible in Gmsh's scripting language, we can for example make point tags
// visible or redefine some colors directly in the input file:

Geometry.PointNumbers = 1;
Geometry.Color.Points = Orange;
General.Color.Text = White;
Mesh.Color.Points = {255,0,0};

// Note that all colors can be defined literally or numerically, i.e.
// 'Mesh.Color.Points = Red' is equivalent to 'Mesh.Color.Points = {255,0,0}';
// and also note that, as with user-defined variables, the options can be used
// either as right or left hand sides, so that the following command will set
// the surface color to the same color as the points:

Geometry.Color.Surfaces = Geometry.Color.Points;

```

```
// You can use the 'Help->Current options' menu to see the current values of all
// options. To save all the options in a file, use 'File->Export->Gmsh
// options'. To associate the current options with the current file use
// 'File->Save Options->For Current File'. To save the current options for all
// future Gmsh sessions use 'File->Save Options->As default'.
```

A.4 t4.geo

```

/*****
*
*   Gmsh tutorial 4
*
*   Built-in functions, surface holes, annotations, mesh colors
*
*****/

// As usual, we start by defining some variables:

cm = 1e-02;
e1 = 4.5 * cm; e2 = 6 * cm / 2; e3 = 5 * cm / 2;
h1 = 5 * cm; h2 = 10 * cm; h3 = 5 * cm; h4 = 2 * cm; h5 = 4.5 * cm;
R1 = 1 * cm; R2 = 1.5 * cm; r = 1 * cm;
Lc1 = 0.01;
Lc2 = 0.003;

// We can use all the usual mathematical functions (note the capitalized first
// letters), plus some useful functions like Hypot(a, b) := Sqrt(a^2 + b^2):

ccos = (-h5*R1 + e2 * Hypot(h5, Hypot(e2, R1))) / (h5^2 + e2^2);
ssin = Sqrt(1 - ccos^2);

// Then we define some points and some lines using these variables:

Point(1) = {-e1-e2, 0, 0, Lc1}; Point(2) = {-e1-e2, h1, 0, Lc1};
Point(3) = {-e3-r, h1, 0, Lc2}; Point(4) = {-e3-r, h1+r, 0, Lc2};
Point(5) = {-e3, h1+r, 0, Lc2}; Point(6) = {-e3, h1+h2, 0, Lc1};
Point(7) = { e3, h1+h2, 0, Lc1}; Point(8) = { e3, h1+r, 0, Lc2};
Point(9) = { e3+r, h1+r, 0, Lc2}; Point(10)= { e3+r, h1, 0, Lc2};
Point(11)= { e1+e2, h1, 0, Lc1}; Point(12)= { e1+e2, 0, 0, Lc1};
Point(13)= { e2, 0, 0, Lc1};

Point(14)= { R1 / ssin, h5+R1*ccos, 0, Lc2};
Point(15)= { 0, h5, 0, Lc2};
Point(16)= {-R1 / ssin, h5+R1*ccos, 0, Lc2};
Point(17)= {-e2, 0.0, 0, Lc1};

Point(18)= {-R2, h1+h3, 0, Lc2}; Point(19)= {-R2, h1+h3+h4, 0, Lc2};

```

```

Point(20)= { 0 , h1+h3+h4, 0, Lc2}; Point(21)= { R2 , h1+h3+h4, 0, Lc2};
Point(22)= { R2 , h1+h3 , 0, Lc2}; Point(23)= { 0 , h1+h3 , 0, Lc2};

Point(24)= { 0, h1+h3+h4+R2, 0, Lc2}; Point(25)= { 0, h1+h3-R2, 0, Lc2};

Line(1) = {1 , 17};
Line(2) = {17, 16};

// Gmsh provides other curve primitives than straight lines: splines, B-splines,
// circle arcs, ellipse arcs, etc. Here we define a new circle arc, starting at
// point 14 and ending at point 16, with the circle's center being the point 15:

Circle(3) = {14,15,16};

// Note that, in Gmsh, circle arcs should always be smaller than Pi. We can then
// define additional lines and circles, as well as a new surface:

Line(4) = {14,13}; Line(5) = {13,12}; Line(6) = {12,11};
Line(7) = {11,10}; Circle(8) = {8,9,10}; Line(9) = {8,7};
Line(10) = {7,6}; Line(11) = {6,5}; Circle(12) = {3,4,5};
Line(13) = {3,2}; Line(14) = {2,1}; Line(15) = {18,19};
Circle(16) = {21,20,24}; Circle(17) = {24,20,19};
Circle(18) = {18,23,25}; Circle(19) = {25,23,22};
Line(20) = {21,22};

Curve Loop(21) = {17,-15,18,19,-20,16};
Plane Surface(22) = {21};

// But we still need to define the exterior surface. Since this surface has a
// hole, its definition now requires two curves loops:

Curve Loop(23) = {11,-12,13,14,1,2,-3,4,5,6,7,-8,9,10};
Plane Surface(24) = {23,21};

// As a general rule, if a surface has N holes, it is defined by N+1 curve loops:
// the first loop defines the exterior boundary; the other loops define the
// boundaries of the holes.

// Finally, we can add some comments by embedding a post-processing view
// containing some strings:

View "comments" {
  // Add a text string in window coordinates, 10 pixels from the left and 10
  // pixels from the bottom, using the StrCat function to concatenate strings:
  T2(10, -10, 0){ StrCat("Created on ", Today, " with Gmsh") };

  // Add a text string in model coordinates centered at (X,Y,Z) = (0, 0.11, 0):

```



```

T3(0, 0.11, 0, TextAttributes("Align", "Center", "Font", "Helvetica")){ "Hole" };

// If a string starts with 'file://', the rest is interpreted as an image
// file. For 3D annotations, the size in model coordinates can be specified
// after a '@' symbol in the form 'widthxheight' (if one of 'width' or
// 'height' is zero, natural scaling is used; if both are zero, original image
// dimensions in pixels are used):
T3(0, 0.09, 0, TextAttributes("Align", "Center")){ "file://image.png@0.01x0" };

// The 3D orientation of the image can be specified by providing the direction
// of the bottom and left edge of the image in model space:
T3(-0.01, 0.09, 0, 0){ "file://image.png@0.01x0,0,0,1,0,1,0" };

// The image can also be drawn in "billboard" mode, i.e. always parallel to
// the camera, by using the '#' symbol:
T3(0, 0.12, 0, TextAttributes("Align", "Center")){ "file://image.png@0.01x0#" };

// The size of 2D annotations is given directly in pixels:
T2(350, -7, 0){ "file://image.png@20x0" };
};

// Views and geometrical entities can be made to respond to double-click events:

View[0].DoubleClickedCommand = "Printf('View[0] has been double-clicked!');";
Geometry.DoubleClickedLineCommand = "Printf('Curve %g has been double-clicked!',
    Geometry.DoubleClickedEntityTag);";

// We can also change the color of some mesh entities:

Color Grey50{ Surface{ 22 }; }
Color Purple{ Surface{ 24 }; }
Color Red{ Curve{ 1:14 }; }
Color Yellow{ Curve{ 15:20 }; }

```

A.5 t5.geo

```

/*****
*
* Gmsh tutorial 5
*
* Characteristic lengths, arrays of variables, macros, loops
*
*****/

// We start by defining some target mesh sizes:

lcar1 = .1;

```

```

lcar2 = .0005;
lcar3 = .055;

// If we wanted to change these mesh sizes globally (without changing the above
// definitions), we could give a global scaling factor for all characteristic
// lengths on the command line with the '-clscale' option (or with
// 'Mesh.CharacteristicLengthFactor' in an option file). For example, with:
//
// > gmsh t5.geo -clscale 1
//
// this input file produces a mesh of approximately 1,300 nodes and 11,000
// tetrahedra. With
//
// > gmsh t5.geo -clscale 0.2
//
// the mesh counts approximately 350,000 nodes and 2.1 million tetrahedra. You
// can check mesh statistics in the graphical user interface with the
// 'Tools->Statistics' menu.

// We proceed by defining some elementary entities describing a truncated cube:

Point(1) = {0.5,0.5,0.5,lcar2}; Point(2) = {0.5,0.5,0,lcar1};
Point(3) = {0,0.5,0.5,lcar1}; Point(4) = {0,0,0.5,lcar1};
Point(5) = {0.5,0,0.5,lcar1}; Point(6) = {0.5,0,0,lcar1};
Point(7) = {0,0.5,0,lcar1}; Point(8) = {0,1,0,lcar1};
Point(9) = {1,1,0,lcar1}; Point(10) = {0,0,1,lcar1};
Point(11) = {0,1,1,lcar1}; Point(12) = {1,1,1,lcar1};
Point(13) = {1,0,1,lcar1}; Point(14) = {1,0,0,lcar1};

Line(1) = {8,9}; Line(2) = {9,12}; Line(3) = {12,11};
Line(4) = {11,8}; Line(5) = {9,14}; Line(6) = {14,13};
Line(7) = {13,12}; Line(8) = {11,10}; Line(9) = {10,13};
Line(10) = {10,4}; Line(11) = {4,5}; Line(12) = {5,6};
Line(13) = {6,2}; Line(14) = {2,1}; Line(15) = {1,3};
Line(16) = {3,7}; Line(17) = {7,2}; Line(18) = {3,4};
Line(19) = {5,1}; Line(20) = {7,8}; Line(21) = {6,14};

Curve Loop(22) = {-11,-19,-15,-18}; Plane Surface(23) = {22};
Curve Loop(24) = {16,17,14,15}; Plane Surface(25) = {24};
Curve Loop(26) = {-17,20,1,5,-21,13}; Plane Surface(27) = {26};
Curve Loop(28) = {-4,-1,-2,-3}; Plane Surface(29) = {28};
Curve Loop(30) = {-7,2,-5,-6}; Plane Surface(31) = {30};
Curve Loop(32) = {6,-9,10,11,12,21}; Plane Surface(33) = {32};
Curve Loop(34) = {7,3,8,9}; Plane Surface(35) = {34};
Curve Loop(36) = {-10,18,-16,-20,4,-8}; Plane Surface(37) = {36};
Curve Loop(38) = {-14,-13,-12,19}; Plane Surface(39) = {38};

```

```
// Instead of using included files, we now use a user-defined macro in order
// to carve some holes in the cube:
```

Macro CheeseHole

```
// In the following commands we use the reserved variable name 'newp', which
// automatically selects a new point number. This number is chosen as the
// highest current point number, plus one. (Note that, analogously to 'newp',
// the variables 'newl', 'news', 'newv' and 'newreg' select the highest number
// amongst currently defined curves, surfaces, volumes and 'any entities other
// than points', respectively.)

p1 = newp; Point(p1) = {x, y, z, lcar3} ;
p2 = newp; Point(p2) = {x+r,y, z, lcar3} ;
p3 = newp; Point(p3) = {x, y+r,z, lcar3} ;
p4 = newp; Point(p4) = {x, y, z+r,lcar3} ;
p5 = newp; Point(p5) = {x-r,y, z, lcar3} ;
p6 = newp; Point(p6) = {x, y-r,z, lcar3} ;
p7 = newp; Point(p7) = {x, y, z-r,lcar3} ;

c1 = newreg; Circle(c1) = {p2,p1,p7}; c2 = newreg; Circle(c2) = {p7,p1,p5};
c3 = newreg; Circle(c3) = {p5,p1,p4}; c4 = newreg; Circle(c4) = {p4,p1,p2};
c5 = newreg; Circle(c5) = {p2,p1,p3}; c6 = newreg; Circle(c6) = {p3,p1,p5};
c7 = newreg; Circle(c7) = {p5,p1,p6}; c8 = newreg; Circle(c8) = {p6,p1,p2};
c9 = newreg; Circle(c9) = {p7,p1,p3}; c10 = newreg; Circle(c10) = {p3,p1,p4};
c11 = newreg; Circle(c11) = {p4,p1,p6}; c12 = newreg; Circle(c12) = {p6,p1,p7};

// We need non-plane surfaces to define the spherical holes. Here we use ruled
// surfaces, which can have 3 or 4 sides:

l1 = newreg; Curve Loop(l1) = {c5,c10,c4}; Surface(newreg) = {l1};
l2 = newreg; Curve Loop(l2) = {c9,-c5,c1}; Surface(newreg) = {l2};
l3 = newreg; Curve Loop(l3) = {c12,-c8,-c1}; Surface(newreg) = {l3};
l4 = newreg; Curve Loop(l4) = {c8,-c4,c11}; Surface(newreg) = {l4};
l5 = newreg; Curve Loop(l5) = {-c10,c6,c3}; Surface(newreg) = {l5};
l6 = newreg; Curve Loop(l6) = {-c11,-c3,c7}; Surface(newreg) = {l6};
l7 = newreg; Curve Loop(l7) = {-c2,-c7,-c12}; Surface(newreg) = {l7};
l8 = newreg; Curve Loop(l8) = {-c6,-c9,c2}; Surface(newreg) = {l8};

// We then store the surface loops identification numbers in a list for later
// reference (we will need these to define the final volume):

theloops[t] = newreg ;

Surface Loop(theloops[t]) = {l8+1,l5+1,l1+1,l2+1,l3+1,l7+1,l6+1,l4+1};

thehole = newreg ;
```

```

    Volume(thehole) = theloops[t] ;

Return

// We can use a 'For' loop to generate five holes in the cube:

x = 0 ; y = 0.75 ; z = 0 ; r = 0.09 ;

For t In {1:5}

    x += 0.166 ;
    z += 0.166 ;

    // We call the 'CheeseHole' macro:

    Call CheeseHole ;

    // We define a physical volume for each hole:

    Physical Volume (t) = thehole ;

    // We also print some variables on the terminal (note that, since all
    // variables are treated internally as floating point numbers, the format
    // string should only contain valid floating point format specifiers like
    // '%g', '%f', '%e', etc.):

    Printf("Hole %g (center = {%g,%g,%g}, radius = %g) has number %g!",
           t, x, y, z, r, thehole) ;

EndFor

// We can then define the surface loop for the exterior surface of the cube:

theloops[0] = newreg ;

Surface Loop(theloops[0]) = {35,31,29,37,33,23,39,25,27} ;

// The volume of the cube, without the 5 holes, is now defined by 6 surface
// loops: the first surface loop defines the exterior surface; the surface loops
// other than the first one define holes. (Again, to reference an array of
// variables, its identifier is followed by square brackets):

Volume(186) = {theloops[]} ;

// We finally define a physical volume for the elements discretizing the cube,
// without the holes (whose elements were already tagged with numbers 1 to 5 in
// the 'For' loop):

```

```
Physical Volume (10) = 186 ;

// We could make only part of the model visible to only mesh this subset:
//
// Hide {:}
// Recursive Show { Volume{129}; }
// Mesh.MeshOnlyVisible=1;

// To generate a curvilinear mesh and optimize it to produce provably valid
// curved elements (see A. Johnen, J.-F. Remacle and C. Geuzaine. Geometric
// validity of curvilinear finite elements. Journal of Computational Physics
// 233, pp. 359-372, 2013; and T. Toulorge, C. Geuzaine, J.-F. Remacle,
// J. Lambrechts. Robust untangling of curvilinear meshes. Journal of
// Computational Physics 254, pp. 8-26, 2013), you can uncomment the following
// lines:
//
// Mesh.ElementOrder = 2;
// Mesh.HighOrderOptimize = 2;
```

A.6 t6.geo

```
/*
 *
 * Gmsh tutorial 6
 *
 * Transfinite meshes
 *
 */
*****/

// Let's use the geometry from the first tutorial as a basis for this one
Include "t1.geo";

// Delete the left line and replace it with 3 new ones
Delete{ Surface{1}; Curve{4}; }

p1 = newp; Point(p1) = {-0.05, 0.05, 0, 1c};
p2 = newp; Point(p2) = {-0.05, 0.1, 0, 1c};

l1 = newl; Line(l1) = {1, p1};
l2 = newl; Line(l2) = {p1, p2};
l3 = newl; Line(l3) = {p2, 4};

// Create surface
Curve Loop(2) = {2, -1, l1, l2, l3, -3};
Plane Surface(1) = {-2};
```

```

// Put 20 points with a refinement toward the extremities on curve 2
Transfinite Curve{2} = 20 Using Bump 0.05;

// Put 20 points total on combination of curves 11, 12 and 13 (beware that the
// points p1 and p2 are shared by the curves, so we do not create 6 + 6 + 10 =
// 22 points, but 20!)
Transfinite Curve{11} = 6;
Transfinite Curve{12} = 6;
Transfinite Curve{13} = 10;

// Put 30 points following a geometric progression on curve 1 (reversed) and on
// curve 3
Transfinite Curve{-1,3} = 30 Using Progression 1.2;

// Define the Surface as transfinite, by specifying the four corners of the
// transfinite interpolation
Transfinite Surface{1} = {1,2,3,4};

// (Note that the list on the right hand side refers to points, not curves. When
// the surface has only 3 or 4 points on its boundary the list can be
// omitted. The way triangles are generated can be controlled by appending
// "Left", "Right" or "Alternate" after the list.)

// Recombine the triangles into quads
Recombine Surface{1};

// Apply an elliptic smoother to the grid
Mesh.Smoother = 100;

Physical Surface(1) = 1;

// When the surface has only 3 or 4 control points, the transfinite constraint
// can be applied automatically (without specifying the corners explicitly).

Point(7) = {0.2, 0.2, 0, 1.0};
Point(8) = {0.2, 0.1, 0, 1.0};
Point(9) = {-0, 0.3, 0, 1.0};
Point(10) = {0.25, 0.2, 0, 1.0};
Point(11) = {0.3, 0.1, 0, 1.0};
Line(10) = {8, 11};
Line(11) = {11, 10};
Line(12) = {10, 7};
Line(13) = {7, 8};
Curve Loop(14) = {13, 10, 11, 12};
Plane Surface(15) = {14};
Transfinite Curve {10:13} = 10;
Transfinite Surface{15};

```

```
Physical Surface(2) = 15;
```

A.7 t7.geo

```

/*****
 *
 *  Gmsh tutorial 7
 *
 *  Background mesh
 *
 *****/

// Characteristic lengths can be specified very accurately by providing a
// background mesh, i.e., a post-processing view that contains the target mesh
// sizes.

// Merge the first tutorial
Merge "t1.geo";

// Merge a post-processing view containing the target mesh sizes
Merge "bgmesh.pos";

// Apply the view as the current background mesh
Background Mesh View[0];

```

A.8 t8.geo

```

/*****
 *
 *  Gmsh tutorial 8
 *
 *  Post-processing, scripting, animations, options
 *
 *****/

// We first include 't1.geo' as well as some post-processing views:

Include "t1.geo";
Include "view1.pos";
Include "view1.pos";
Include "view4.pos";

// We then set some general options:

General.Trackball = 0;
General.RotationX = 0; General.RotationY = 0; General.RotationZ = 0;
General.Color.Background = White; General.Color.Foreground = Black;
General.Color.Text = Black;

```

```

General.Orthographic = 0;
General.Axes = 0; General.SmallAxes = 0;

// We also set some options for each post-processing view:

v0 = PostProcessing.NbViews-4;
v1 = v0+1; v2 = v0+2; v3 = v0+3;

View[v0].IntervalsType = 2;
View[v0].OffsetZ = 0.05;
View[v0].RaiseZ = 0;
View[v0].Light = 1;
View[v0].ShowScale = 0;
View[v0].SmoothNormals = 1;

View[v1].IntervalsType = 1;
View[v1].ColorTable = { Green, Blue };
View[v1].NbIso = 10;
View[v1].ShowScale = 0;

View[v2].Name = "Test...";
View[v2].Axes = 1;
View[v2].Color.Axes = Black;
View[v2].IntervalsType = 2;
View[v2].Type = 2;
View[v2].IntervalsType = 2;
View[v2].AutoPosition = 0;
View[v2].PositionX = 85;
View[v2].PositionY = 50;
View[v2].Width = 200;
View[v2].Height = 130;

View[v3].Visible = 0;

// We then loop from 1 to 3 with a step of 1. (To use a different step, just add
// a third argument in the list. For example, 'For num In {0.5:1.5:0.1}' would
// increment num from 0.5 to 1.5 with a step of 0.1.)

t = 0;

For num In {1:3}

    View[v0].TimeStep = t;
    View[v1].TimeStep = t;
    View[v2].TimeStep = t;
    View[v3].TimeStep = t;

```



```

t = (View[v0].TimeStep < View[v0].NbTimeStep-1) ? t+1 : 0;

View[v0].RaiseZ += 0.01/View[v0].Max * t;

If (num == 3)
    // We want to create 640x480 frames when num == 3:
    General.GraphicsWidth = General.MenuWidth + 640;
    General.GraphicsHeight = 480;
EndIf

frames = 50;

// It is possible to nest loops:
For num2 In {1:frames}

    General.RotationX += 10;
    General.RotationY = General.RotationX / 3;
    General.RotationZ += 0.1;

    Sleep 0.01; // sleep for 0.01 second
    Draw; // draw the scene (one could use DrawForceChanged instead to force the
        // reconstruction of the vertex arrays, e.g. if changing element
        // clipping)

    If (num == 3)
        // The 'Print' command saves the graphical window; the 'Sprintf' function
        // permits to create the file names on the fly:
        //Print Sprintf("t8-%02g.gif", num2);
        //Print Sprintf("t8-%02g.ppm", num2);
        //Print Sprintf("t8-%02g.jpg", num2);
    EndIf

EndFor

If(num == 3)
    // Here we could make a system call to generate a movie. For example,

    // with whirlgif:
    /*
    System "whirlgif -minimize -loop -o t8.gif t8-*.gif";
    */

    // with mpeg_encode (create parameter file first, then run encoder):
    /*
    Printf("PATTERN I") > "t8.par";
    Printf("BASE_FILE_FORMAT PPM") >> "t8.par";
    Printf("GOP_SIZE 1") >> "t8.par";

```

```

Printf("SLICES_PER_FRAME 1") >> "t8.par";
Printf("PIXEL HALF") >> "t8.par";
Printf("RANGE 10") >> "t8.par";
Printf("PSEARCH_ALG EXHAUSTIVE") >> "t8.par";
Printf("BSEARCH_ALG CROSS2") >> "t8.par";
Printf("IQSCALE 1") >> "t8.par";
Printf("PQSCALE 1") >> "t8.par";
Printf("BQSCALE 25") >> "t8.par";
Printf("REFERENCE_FRAME DECODED") >> "t8.par";
Printf("OUTPUT t8.mpg") >> "t8.par";
Printf("INPUT_CONVERT *") >> "t8.par";
Printf("INPUT_DIR .") >> "t8.par";
Printf("INPUT") >> "t8.par";
tmp = Sprintf("t8-*.ppm [01-%02g]", frames);
Printf(tmp) >> "t8.par";
Printf("END_INPUT") >> "t8.par";
System "mpeg_encode t8.par";
*/

// with mencoder:
/*
System "mencoder 'mf://*.jpg' -mf fps=5 -o t8.mpg -ovc lavc
      -lavcopts vcodec=mpeg1video:vhq";
System "mencoder 'mf://*.jpg' -mf fps=5 -o t8.mpg -ovc lavc
      -lavcopts vcodec=mpeg4:vhq";
*/

// with ffmpeg:
/*
System "ffmpeg -hq -r 5 -b 800 -vcodec mpeg1video
      -i t8-%02d.jpg t8.mpg"
System "ffmpeg -hq -r 5 -b 800 -i t8-%02d.jpg t8.asf"
*/
EndIf

EndFor

A.9 t9.geo

/*****
*
* Gmsh tutorial 9
*
* Post-processing plugins (levelsets, sections, annotations)
*
*****/

```

```

// Plugins can be added to Gmsh in order to extend its capabilities. For
// example, post-processing plugins can modify a view, or create a new view
// based on previously loaded views. Several default plugins are statically
// linked with Gmsh, e.g. Isosurface, CutPlane, CutSphere, Skin, Transform or
// Smooth. Plugins can be controlled in the same way as other options: either
// from the graphical interface (right click on the view button, then
// 'Plugins'), or from the command file.

// Let us for example include a three-dimensional scalar view:

Include "view3.pos" ;

// We then set some options for the 'Isosurface' plugin (which extracts an
// isosurface from a 3D scalar view), and run it:

Plugin(Isosurface).Value = 0.67 ; // iso-value level
Plugin(Isosurface).View = 0 ; // source view is View[0]
Plugin(Isosurface).Run ; // run the plugin!

// We also set some options for the 'CutPlane' plugin (which computes a section
// of a 3D view using the plane  $A*x+B*y+C*z+D=0$ ), and then run it:

Plugin(CutPlane).A = 0 ;
Plugin(CutPlane).B = 0.2 ;
Plugin(CutPlane).C = 1 ;
Plugin(CutPlane).D = 0 ;
Plugin(CutPlane).View = 0 ;
Plugin(CutPlane).Run ;

// Add a title (By convention, for window coordinates a value greater than 99999
// represents the center. We could also use 'General.GraphicsWidth / 2', but
// that would only center the string for the current window size.):

Plugin(Annotate).Text = "A nice title" ;
Plugin(Annotate).X = 1.e5;
Plugin(Annotate).Y = 50 ;
Plugin(Annotate).Font = "Times-BoldItalic" ;
Plugin(Annotate).FontSize = 28 ;
Plugin(Annotate).Align = "Center" ;
Plugin(Annotate).View = 0 ;
Plugin(Annotate).Run ;

Plugin(Annotate).Text = "(and a small subtitle)" ;
Plugin(Annotate).Y = 70 ;
Plugin(Annotate).Font = "Times-Roman" ;
Plugin(Annotate).FontSize = 12 ;
Plugin(Annotate).Run ;

```

```
// We finish by setting some options:
```

```
View[0].Light = 1;
View[0].IntervalsType = 1;
View[0].NbIso = 6;
View[0].SmoothNormals = 1;
View[1].IntervalsType = 2;
View[2].IntervalsType = 2;
```

A.10 t10.geo

```
/*
 *
 * Gmsh tutorial 10
 *
 * General mesh size fields
 *
 */
```

```
// In addition to specifying target mesh sizes at the points of the
// geometry (see t1) or using a background mesh (see t7), you can use
// general mesh size "Fields".
```

```
// Let's create a simple rectangular geometry
```

```
lc = .15;
Point(1) = {0.0,0.0,0,lc}; Point(2) = {1,0.0,0,lc};
Point(3) = {1,1,0,lc}; Point(4) = {0,1,0,lc};
Point(5) = {0.2,.5,0,lc};
```

```
Line(1) = {1,2}; Line(2) = {2,3}; Line(3) = {3,4}; Line(4) = {4,1};
```

```
Curve Loop(5) = {1,2,3,4}; Plane Surface(6) = {5};
```

```
// Say we would like to obtain mesh elements with size lc/30 near curve 2 and
// point 5, and size lc elsewhere. To achieve this, we can use two fields:
// "Distance", and "Threshold". We first define a Distance field (Field[1]) on
// points 5 and on curve 2. This field returns the distance to point 5 and to
// (100 equidistant points on) curve 2.
```

```
Field[1] = Distance;
Field[1].NodesList = {5};
Field[1].NNodesByEdge = 100;
Field[1].EdgesList = {2};
```

```
// We then define a Threshold field, which uses the return value of the Distance
// Field[1] in order to define a simple change in element size depending on the
// computed distances
```

```

//
// LcMax - /-----
//
//
//
//
// LcMin -o-----/
//      |           |           |
//      Point       DistMin DistMax
Field[2] = Threshold;
Field[2].IField = 1;
Field[2].LcMin = lc / 30;
Field[2].LcMax = lc;
Field[2].DistMin = 0.15;
Field[2].DistMax = 0.5;

// Say we want to modulate the mesh element sizes using a mathematical function
// of the spatial coordinates. We can do this with the MathEval field:
Field[3] = MathEval;
Field[3].F = "Cos(4*3.14*x) * Sin(4*3.14*y) / 10 + 0.101";

// We could also combine MathEval with values coming from other fields. For
// example, let's define a Distance field around point 1
Field[4] = Distance;
Field[4].NodesList = {1};

// We can then create a MathEval field with a function that depends on the
// return value of the Distance Field[4], i.e., depending on the distance to
// point 1 (here using a cubic law, with minimum element size = lc / 100)
Field[5] = MathEval;
Field[5].F = Sprintf("F4^3 + %g", lc / 100);

// We could also use a Box field to impose a step change in element sizes inside
// a box
Field[6] = Box;
Field[6].VIn = lc / 15;
Field[6].VOut = lc;
Field[6].XMin = 0.3;
Field[6].XMax = 0.6;
Field[6].YMin = 0.3;
Field[6].YMax = 0.6;

// Many other types of fields are available: see the reference manual for a
// complete list. You can also create fields directly in the graphical user
// interface by selecting Define->Fields in the Mesh module.

// Finally, let's use the minimum of all the fields as the background mesh field
Field[7] = Min;

```

```

Field[7].FieldsList = {2, 3, 5, 6};
Background Field = 7;

// To determine the size of mesh elements, Gmsh locally computes the minimum of
//
// 1) the size of the model bounding box;
// 2) if Mesh.CharacteristicLengthFromPoints is set, the mesh size specified at
//    geometrical points;
// 3) if Mesh.CharacteristicLengthFromCurvature is set, the mesh size based on
//    the curvature and Mesh.MinimumCirclePoints;
// 4) the background mesh field;
// 5) any per-entity mesh size constraint.
//
// This value is then constrained in the interval [Mesh.CharacteristicLengthMin,
// Mesh.CharacteristicLengthMax] and multiplied by Mesh.CharacteristicLengthFactor.
// In addition, boundary mesh sizes (on curves or surfaces) are interpolated
// inside the enclosed entity (surface or volume, respectively) if the option
// Mesh.CharacteristicLengthExtendFromBoundary is set (which is the case by
// default).
//
// When the element size is fully specified by a background mesh (as it is in
// this example), it is thus often desirable to set

Mesh.CharacteristicLengthExtendFromBoundary = 0;
Mesh.CharacteristicLengthFromPoints = 0;
Mesh.CharacteristicLengthFromCurvature = 0;

// This will prevent over-refinement due to small mesh sizes on the boundary.

```

A.11 t11.geo

```

/*****
*
* Gmsh tutorial 11
*
* Unstructured quadrangular meshes
*
*****/

// We have seen in tutorials t3 and t6 that extruded and transfinite meshes can
// be "recombined" into quads/prisms/hexahedra by using the "Recombine"
// keyword. Unstructured meshes can be recombined in the same way. Let's define
// a simple geometry with an analytical mesh size field:

Point(1) = {-1.25, -.5, 0}; Point(2) = {1.25, -.5, 0};
Point(3) = {1.25, 1.25, 0}; Point(4) = {-1.25, 1.25, 0};

```

```
Line(1) = {1, 2}; Line(2) = {2, 3};
Line(3) = {3, 4}; Line(4) = {4, 1};
```

```
Curve Loop(4) = {1, 2, 3, 4}; Plane Surface(100) = {4};
```

```
Field[1] = MathEval;
Field[1].F = "0.01*(1.0+30.*(y-x*x)*(y-x*x) + (1-x)*(1-x))";
Background Field = 1;
```

```
// To generate quadrangles instead of triangles, we can simply add
Recombine Surface{100};
```

```
// If we'd had several surfaces, we could have used 'Recombine Surface {:};'.
// Yet another way would be to specify the global option "Mesh.RecombineAll =
// 1;".
```

```
// The default recombination algorithm is called "Blossom": it uses a minimum
// cost perfect matching algorithm to generate fully quadrilateral meshes from
// triangulations. More details about the algorithm can be found in the
// following paper: J.-F. Remacle, J. Lambrechts, B. Seny, E. Marchandise,
// A. Johnen and C. Geuzaine, "Blossom-Quad: a non-uniform quadrilateral mesh
// generator using a minimum cost perfect matching algorithm", International
// Journal for Numerical Methods in Engineering 89, pp. 1102-1119, 2012.
```

```
// For even better 2D (planar) quadrilateral meshes, you can try the
// experimental "Frontal-Delaunay for quads" meshing algorithm, which is a
// triangulation algorithm that enables to create right triangles almost
// everywhere: J.-F. Remacle, F. Henrotte, T. Carrier-Baudouin, E. Bechet,
// E. Marchandise, C. Geuzaine and T. Mouton. A frontal Delaunay quad mesh
// generator using the  $L^\infty$  norm. International Journal for Numerical Methods
// in Engineering, 94, pp. 494-512, 2013. Uncomment the following line to try
// the Frontal-Delaunay algorithms for quads:
```

```
//
// Mesh.Algorithm = 8;
```

```
// The default recombination algorithm might leave some triangles in the mesh,
// if recombining all the triangles leads to badly shaped quads. In such cases,
// to generate full-quad meshes, you can either subdivide the resulting hybrid
// mesh (with Mesh.SubdivisionAlgorithm = 1), or use the full-quad recombination
// algorithm, which will automatically perform a coarser mesh followed by
// recombination, smoothing and subdivision. Uncomment the following line to
// try the full-quad algorithm:
```

```
//
// Mesh.RecombinationAlgorithm = 2; // or 3
```

A.12 t12.geo

```

/*****
*
* Gmsh tutorial 12
*
* Cross-patch meshing with compounds
*
*****/

// Compound geometrical entities can be defined to compute a new parametrization
// of groups of elementary geometrical entities. This parametrization can then
// be used for remeshing the compound as if it were a single CAD entity. See
// J.-F. Remacle, C. Geuzaine, G. Compere and E. Marchandise. High-quality
// surface remeshing using harmonic maps. International Journal for Numerical
// Methods in Engineering 83(4), pp. 403-425, 2010.

lc = 0.1;

Point(1) = {0, 0, 0, lc};      Point(2) = {1, 0, 0, lc};
Point(3) = {1, 1, 0.5, lc};    Point(4) = {0, 1, 0.4, lc};
Point(5) = {0.3, 0.2, 0, lc};  Point(6) = {0, 0.01, 0.01, lc};
Point(7) = {0, 0.02, 0.02, lc}; Point(8) = {1, 0.05, 0.02, lc};
Point(9) = {1, 0.32, 0.02, lc};

Line(1) = {1, 2}; Line(2) = {2, 8}; Line(3) = {8, 9};
Line(4) = {9, 3}; Line(5) = {3, 4}; Line(6) = {4, 7};
Line(7) = {7, 6}; Line(8) = {6, 1}; Spline(9) = {7, 5, 9};
Line(10) = {6, 8};

Curve Loop(11) = {5, 6, 9, 4};      Surface(1) = {11};
Curve Loop(13) = {-9, 3, 10, 7}; Surface(5) = {13};
Curve Loop(15) = {-10, 2, 1, 8}; Surface(10) = {15};

// Treat curves 2, 3 and 4 as a single curve when meshing (i.e. mesh across
// points 6 and 7)
Compound Curve{2, 3, 4};
// Idem with curves 6, 7 and 8
Compound Curve{6, 7, 8};

// Treat surfaces 1, 5 and 10 as a single surface when meshing (i.e. mesh across
// curves 9 and 10)
Compound Surface{1, 5, 10};

// The option "Mesh.CompoundClassify" can be used to choose how the compound
// surface mesh elements should be classified.

```


A.13 t13.geo

```

/*****
 *
 * Gmsh tutorial 13
 *
 * Remeshing without an underlying CAD model
 *
 *****/

// Let's merge an STL mesh that we would like to remesh.
Merge "t13.stl";

// We first classify ("color") the surfaces by splitting the original surface
// along sharp geometrical features. This will create new discrete surfaces,
// curves and points.
angle = DefineNumber[40, Min 20, Max 120, Step 1,
  Name "Parameters/Angle for surface detection" ];

forceParametrizablePatches = DefineNumber[0, Choices{0,1},
  Name "Parameters/Create surfaces guaranteed to be parametrizable"];

includeBoundary = 1;

ClassifySurfaces{angle * Pi/180, includeBoundary, forceParametrizablePatches};

// Create a geometry for all the discrete curves and surfaces in the mesh, by
// computing a parametrization for each one
CreateGeometry;

// In batch mode the two steps can be performed with "gmsh t13.stl -reparam 40",
// which will save "t13.msh" containing the parametrizations, and which can thus
// subsequently be remeshed.

// Create a volume as usual
Surface Loop(1) = Surface{:};
Volume(1) = {1};

// element size imposed by a size field, just because we can:
funny = DefineNumber[0, Choices{0,1},
  Name "Parameters/Apply funny mesh size field?" ];

Field[1] = MathEval;
If(funny)
  Field[1].F = "2*Sin((x+y)/5) + 3";
Else
  Field[1].F = "4";

```

EndIf

Background Field = 1;

A.14 t14.geo

```

/*****
 *
 * Gmsh tutorial 14
 *
 * Homology and cohomology computation
 *
 *****/

// Homology computation in Gmsh finds representative chains of (relative)
// (co)homology space bases using a mesh of a model. The representative basis
// chains are stored in the mesh as physical groups of Gmsh, one for each chain.

// Create an example geometry

m = 0.5; // mesh characteristic length
h = 2; // height in the z-direction

Point(1) = {0, 0, 0, m}; Point(2) = {10, 0, 0, m};
Point(3) = {10, 10, 0, m}; Point(4) = {0, 10, 0, m};
Point(5) = {4, 4, 0, m}; Point(6) = {6, 4, 0, m};
Point(7) = {6, 6, 0, m}; Point(8) = {4, 6, 0, m};

Point(9) = {2, 0, 0, m}; Point(10) = {8, 0, 0, m};
Point(11) = {2, 10, 0, m}; Point(12) = {8, 10, 0, m};

Line(1) = {1, 9}; Line(2) = {9, 10}; Line(3) = {10, 2};
Line(4) = {2, 3}; Line(5) = {3, 12}; Line(6) = {12, 11};
Line(7) = {11, 4}; Line(8) = {4, 1}; Line(9) = {5, 6};
Line(10) = {6, 7}; Line(11) = {7, 8}; Line(12) = {8, 5};

Curve Loop(13) = {6, 7, 8, 1, 2, 3, 4, 5};
Curve Loop(14) = {11, 12, 9, 10};
Plane Surface(15) = {13, 14};

Extrude {0, 0, h}{ Surface{15}; }

// Create physical groups, which are used to define the domain of the
// (co)homology computation and the subdomain of the relative (co)homology
// computation.

// Whole domain

```

```

Physical Volume(1) = {1};

// Four "terminals" of the model
Physical Surface(70) = {36};
Physical Surface(71) = {44};
Physical Surface(72) = {52};
Physical Surface(73) = {60};

// Whole domain surface
bnd[] = Boundary{ Volume{1}; };
Physical Surface(80) = bnd[];

// Complement of the domain surface respect to the four terminals
bnd[] -= {36, 44, 52, 60};
Physical Surface(75) = bnd[];

// Find bases for relative homology spaces of the domain modulo the four
// terminals.
Homology {{1}, {70, 71, 72, 73}};

// Find homology space bases isomorphic to the previous bases: homology spaces
// modulo the non-terminal domain surface, a.k.a the thin cuts.
Homology {{1}, {75}};

// Find cohomology space bases isomorphic to the previous bases: cohomology
// spaces of the domain modulo the four terminals, a.k.a the thick cuts.
Cohomology {{1}, {70, 71, 72, 73}};

// More examples:
// Homology {1};
// Homology;
// Homology {{1}, {80}};
// Homology {}, {80}};

// For more information, see M. Pellikka, S. Suuriniemi, L. Kettunen and
// C. Geuzaine. Homology and cohomology computation in finite element
// modeling. SIAM Journal on Scientific Computing 35(5), pp. 1195-1214, 2013.

```

A.15 t15.geo

```

/*****
*
* Gmsh tutorial 15
*
* Embedded points, lines and surfaces
*
*****/

```

```

// We start one again by including the first tutorial:
Include "t1.geo";

// We change the mesh size to generate coarser mesh
lc = lc * 4;
Characteristic Length {1:4} = lc;

// We define a new point
Point(5) = {0.02, 0.02, 0, lc};

// One can force this point to be included ("embedded") in the 2D mesh, using
// the "Point In Surface" command:
Point{5} In Surface{1};

// In the same way, one can force a curve to be embedded in the 2D mesh using
// the "Curve in Surface" command:
Point(6) = {0.02, 0.12, 0, lc};
Point(7) = {0.04, 0.18, 0, lc};
Line(5) = {6, 7};
Curve{5} In Surface{1};

// One can also embed points and curves in a volume using the "Curve/Point In
// Volume" commands:
Extrude {0, 0, 0.1}{ Surface {1}; }

p = newp;
Point(p) = {0.07, 0.15, 0.025, lc};
Point{p} In Volume {1};

l = newl;
Point(p+1) = {0.025, 0.15, 0.025, lc};
Line(l) = {7, p+1};
Curve{l} In Volume {1};

// Finally, one can also embed a surface in a volume using the "Surface In
// Volume" command:
Point(p+2) = {0.02, 0.12, 0.05, lc};
Point(p+3) = {0.04, 0.12, 0.05, lc};
Point(p+4) = {0.04, 0.18, 0.05, lc};
Point(p+5) = {0.02, 0.18, 0.05, lc};
Line(l+1) = {p+2, p+3};
Line(l+2) = {p+3, p+4};
Line(l+3) = {p+4, p+5};
Line(l+4) = {p+5, p+2};
ll = newll;
Curve Loop(ll) = {l+1:l+4};

```

```
s = news;
Plane Surface(s) = {11};
Surface{s} In Volume{1};
```

A.16 t16.geo

```

/*****
*
*   Gmsh tutorial 16
*
*   Constructive Solid Geometry, OpenCASCADE geometry kernel
*
*****/

// Instead of constructing a model in a bottom-up fashion with Gmsh's built-in
// geometry kernel, starting with version 3 Gmsh allows you to directly use
// alternative geometry kernels. Let us use the OpenCASCADE kernel:

SetFactory("OpenCASCADE");

// And let's build the same model as in t5.geo, but using constructive solid
// geometry:

Box(1) = {0,0,0, 1,1,1};
Box(2) = {0,0,0, 0.5,0.5,0.5};
BooleanDifference(3) = { Volume{1}; Delete; }{ Volume{2}; Delete; };
x = 0 ; y = 0.75 ; z = 0 ; r = 0.09 ;
For t In {1:5}
  x += 0.166 ;
  z += 0.166 ;
  Sphere(3 + t) = {x,y,z,r};
  Physical Volume(t) = {3 + t};
EndFor
v() = BooleanFragments{ Volume{3}; Delete; }{ Volume{3 + 1 : 3 + 5}; Delete; };
Physical Volume(10) = v(#v()-1);

lcar1 = .1;
lcar2 = .0005;
lcar3 = .055;
eps = 1e-3;

Characteristic Length{ PointsOf{ Volume{:}; } } = lcar1;
Characteristic Length{ PointsOf{ Volume{3 + 1 : 3 + 5}; } } = lcar3;
p() = Point In BoundingBox{0.5-eps, 0.5-eps, 0.5-eps,
                           0.5+eps, 0.5+eps, 0.5+eps};
Characteristic Length{ p() } = lcar2;
```

```
// Additional examples are available in the demos/boolean directory.
```

Appendix B Options

This appendix lists all the available options. Gmsh's default behavior is to save some of these options in a per-user "session resource" file (cf. "Saved in: `General.SessionFileName`" in the lists below) every time Gmsh is shut down. This permits for example to automatically remember the size and location of the windows or which fonts to use. A second set of options can be saved (automatically or manually with the 'File->Save Options->As Default' menu) in a per-user "option" file (cf. "Saved in: `General.OptionsFileName`" in the lists below), automatically loaded by Gmsh every time it starts up. Finally, other options are only saved to disk manually, either by explicitly saving an option file with 'File->Export', or when saving per-model options with 'File->Save Options->For Current File' (cf. "Saved in: -" in the lists below).

To reset all options to their default values, use the 'Restore default options' button in 'Tools->Options->General->Advanced', or erase the `General.SessionFileName` and `General.OptionsFileName` files by hand.

All the options can be manipulated through the Gmsh API through the `gmsh/option` namespace (see [Appendix D \[Gmsh API\]](#), page 251).

B.1 General options list

`General.AxesFormatX`

Number format for X-axis (in standard C form)
 Default value: `"%.3g"`
 Saved in: `General.OptionsFileName`

`General.AxesFormatY`

Number format for Y-axis (in standard C form)
 Default value: `"%.3g"`
 Saved in: `General.OptionsFileName`

`General.AxesFormatZ`

Number format for Z-axis (in standard C form)
 Default value: `"%.3g"`
 Saved in: `General.OptionsFileName`

`General.AxesLabelX`

X-axis label
 Default value: `""`
 Saved in: `General.OptionsFileName`

`General.AxesLabelY`

Y-axis label
 Default value: `""`
 Saved in: `General.OptionsFileName`

`General.AxesLabelZ`

Z-axis label
 Default value: `""`
 Saved in: `General.OptionsFileName`

General.BackgroundImageFileName

Background image file in JPEG, PNG or PDF format

Default value: ""

Saved in: **General.OptionsFileName**

General.BuildOptions

Gmsh build options (read-only)

Default value: " 64Bit ALGLIB Ann Bamg Blas[veclib] Blossom Cairo Cgns

DIntegration Dlopen DomHex Fltk GMP Gmm Hxt Hxt3D Jpeg[fltk] Kbipack

Lapack[veclib] MathEx Med Mesh Metis Mmg3d Mpeg NativeFileChooser

Netgen ONELAB ONELABMetamodel OpenCASCADE OpenCASCADE-CAF OpenGL

OpenMP[MacPorts] OptHom Parser Plugins Png[fltk] Post QuadTri

Revoropt Solver TetGen/BR TouchBar Voro++ Zlib"

Saved in: -

General.DefaultFileName

Default project file name

Default value: "untitled.geo"

Saved in: **General.OptionsFileName**

General.Display

X server to use (only for Unix versions)

Default value: ""

Saved in: -

General.ErrorFileName

File into which the log is saved if a fatal error occurs

Default value: ".gmsh-errors"

Saved in: **General.OptionsFileName**

General.ExecutableFileName

File name of the Gmsh executable (read-only)

Default value: ""

Saved in: **General.SessionFileName**

General.FileName

Current project file name (read-only)

Default value: ""

Saved in: -

General.FltkTheme

FLTK user interface theme (try e.g. plastic or gtk+)

Default value: ""

Saved in: **General.SessionFileName**

General.GraphicsFont

Font used in the graphic window

Default value: "Helvetica"

Saved in: **General.OptionsFileName**

General.GraphicsFontEngine

Set graphics font engine (Native, Cairo)

Default value: "Native"

Saved in: **General.OptionsFileName**

General.GraphicsFontTitle

Font used in the graphic window for titles

Default value: "Helvetica"

Saved in: **General.OptionsFileName**

General.OptionsFileName

Option file created with 'Tools->Options->Save'; automatically read on startup

Default value: ".gmsh-options"

Saved in: **General.SessionFileName**

General.RecentFile0

Most recent opened file

Default value: "untitled.geo"

Saved in: **General.SessionFileName**

General.RecentFile1

2nd most recent opened file

Default value: "untitled.geo"

Saved in: **General.SessionFileName**

General.RecentFile2

3rd most recent opened file

Default value: "untitled.geo"

Saved in: **General.SessionFileName**

General.RecentFile3

4th most recent opened file

Default value: "untitled.geo"

Saved in: **General.SessionFileName**

General.RecentFile4

5th most recent opened file

Default value: "untitled.geo"

Saved in: **General.SessionFileName**

General.RecentFile5

6th most recent opened file

Default value: "untitled.geo"

Saved in: **General.SessionFileName**

General.RecentFile6

7th most recent opened file

Default value: "untitled.geo"

Saved in: **General.SessionFileName**

General.RecentFile7

8th most recent opened file
Default value: "untitled.geo"
Saved in: General.SessionFileName

General.RecentFile8

9th most recent opened file
Default value: "untitled.geo"
Saved in: General.SessionFileName

General.RecentFile9

10th most recent opened file
Default value: "untitled.geo"
Saved in: General.SessionFileName

General.SessionFileName

Option file into which session specific information is saved; automatically read on startup
Default value: ".gmshrc"
Saved in: -

General.TextEditor

System command to launch a text editor
Default value: "open -t '%s'"
Saved in: General.OptionsFileName

General.TmpFileName

Temporary file used by the geometry module
Default value: ".gmsh-tmp"
Saved in: General.SessionFileName

General.Version

Gmsh version (read-only)
Default value: "4.4.0-git-abf7d3375"
Saved in: -

General.WatchFilePattern

Pattern of files to merge as they become available
Default value: ""
Saved in: -

General.AlphaBlending

Enable alpha blending (transparency) in post-processing views
Default value: 1
Saved in: General.OptionsFileName

General.Antialiasing

Use multisample antialiasing (will slow down rendering)
Default value: 0
Saved in: General.OptionsFileName

General.ArrowHeadRadius

Relative radius of arrow head

Default value: 0.12

Saved in: **General.OptionsFileName****General.ArrowStemLength**

Relative length of arrow stem

Default value: 0.56

Saved in: **General.OptionsFileName****General.ArrowStemRadius**

Relative radius of arrow stem

Default value: 0.02

Saved in: **General.OptionsFileName****General.Axes**

Axes (0: none, 1: simple axes, 2: box, 3: full grid, 4: open grid, 5: ruler)

Default value: 0

Saved in: **General.OptionsFileName****General.AxesMikado**

Mikado axes style

Default value: 0

Saved in: **General.OptionsFileName****General.AxesAutoPosition**

Position the axes automatically

Default value: 1

Saved in: **General.OptionsFileName****General.AxesForceValue**

Force values on axes (otherwise use natural coordinates)

Default value: 0

Saved in: **General.OptionsFileName****General.AxesMaxX**

Maximum X-axis coordinate

Default value: 1

Saved in: **General.OptionsFileName****General.AxesMaxY**

Maximum Y-axis coordinate

Default value: 1

Saved in: **General.OptionsFileName****General.AxesMaxZ**

Maximum Z-axis coordinate

Default value: 1

Saved in: **General.OptionsFileName**

`General.AxesMinX`
Minimum X-axis coordinate
Default value: 0
Saved in: `General.OptionsFileName`

`General.AxesMinY`
Minimum Y-axis coordinate
Default value: 0
Saved in: `General.OptionsFileName`

`General.AxesMinZ`
Minimum Z-axis coordinate
Default value: 0
Saved in: `General.OptionsFileName`

`General.AxesTicsX`
Number of tics on the X-axis
Default value: 5
Saved in: `General.OptionsFileName`

`General.AxesTicsY`
Number of tics on the Y-axis
Default value: 5
Saved in: `General.OptionsFileName`

`General.AxesTicsZ`
Number of tics on the Z-axis
Default value: 5
Saved in: `General.OptionsFileName`

`General.AxesValueMaxX`
Maximum X-axis forced value
Default value: 1
Saved in: `General.OptionsFileName`

`General.AxesValueMaxY`
Maximum Y-axis forced value
Default value: 1
Saved in: `General.OptionsFileName`

`General.AxesValueMaxZ`
Maximum Z-axis forced value
Default value: 1
Saved in: `General.OptionsFileName`

`General.AxesValueMinX`
Minimum X-axis forced value
Default value: 0
Saved in: `General.OptionsFileName`

General.AxesValueMinY

Minimum Y-axis forced value

Default value: 0

Saved in: **General.OptionsFileName**

General.AxesValueMinZ

Minimum Z-axis forced value

Default value: 0

Saved in: **General.OptionsFileName**

General.BackgroundGradient

Draw background gradient (0: none, 1: vertical, 2: horizontal, 3: radial)

Default value: 1

Saved in: **General.OptionsFileName**

General.BackgroundImage3D

Create background image in the 3D model (units = model units) or as 2D background (units = pixels)

Default value: 0

Saved in: **General.OptionsFileName**

General.BackgroundImagePage

Page to render in the background image (for multi-page PDFs)

Default value: 0

Saved in: **General.OptionsFileName**

General.BackgroundImagePositionX

X position of background image (for 2D background: < 0: measure from right window edge; >= 1e5: centered)

Default value: 0

Saved in: **General.OptionsFileName**

General.BackgroundImagePositionY

Y position of background image (for 2D background: < 0: measure from bottom window edge; >= 1e5: centered)

Default value: 0

Saved in: **General.OptionsFileName**

General.BackgroundImageWidth

Width of background image (0: actual width if height = 0, natural scaling if not; -1: graphic window width)

Default value: -1

Saved in: **General.OptionsFileName**

General.BackgroundImageHeight

Height of background image (0: actual height if width = 0, natural scaling if not; -1: graphic window height)

Default value: -1

Saved in: **General.OptionsFileName**

General.BoundingBoxSize

Overall bounding box size (read-only)

Default value: 1

Saved in: **General.OptionsFileName**

General.Camera

Enable camera view mode

Default value: 0

Saved in: **General.OptionsFileName**

General.CameraAperture

Camera aperture in degrees

Default value: 40

Saved in: **General.OptionsFileName**

General.CameraEyeSeparationRatio

Eye separation ratio in % for stereo rendering

Default value: 1.5

Saved in: **General.OptionsFileName**

General.CameraFocalLengthRatio

Camera Focal length ratio

Default value: 1

Saved in: **General.OptionsFileName**

General.Clip0A

First coefficient in equation for clipping plane 0 ('A' in ' $AX+BY+CZ+D=0$ ')

Default value: 1

Saved in: -

General.Clip0B

Second coefficient in equation for clipping plane 0 ('B' in ' $AX+BY+CZ+D=0$ ')

Default value: 0

Saved in: -

General.Clip0C

Third coefficient in equation for clipping plane 0 ('C' in ' $AX+BY+CZ+D=0$ ')

Default value: 0

Saved in: -

General.Clip0D

Fourth coefficient in equation for clipping plane 0 ('D' in ' $AX+BY+CZ+D=0$ ')

Default value: 0

Saved in: -

General.Clip1A

First coefficient in equation for clipping plane 1

Default value: 0

Saved in: -

General.Clip1B

Second coefficient in equation for clipping plane 1

Default value: 1

Saved in: -

General.Clip1C

Third coefficient in equation for clipping plane 1

Default value: 0

Saved in: -

General.Clip1D

Fourth coefficient in equation for clipping plane 1

Default value: 0

Saved in: -

General.Clip2A

First coefficient in equation for clipping plane 2

Default value: 0

Saved in: -

General.Clip2B

Second coefficient in equation for clipping plane 2

Default value: 0

Saved in: -

General.Clip2C

Third coefficient in equation for clipping plane 2

Default value: 1

Saved in: -

General.Clip2D

Fourth coefficient in equation for clipping plane 2

Default value: 0

Saved in: -

General.Clip3A

First coefficient in equation for clipping plane 3

Default value: -1

Saved in: -

General.Clip3B

Second coefficient in equation for clipping plane 3

Default value: 0

Saved in: -

General.Clip3C

Third coefficient in equation for clipping plane 3

Default value: 0

Saved in: -

General.Clip3D

Fourth coefficient in equation for clipping plane 3

Default value: 1

Saved in: -

General.Clip4A

First coefficient in equation for clipping plane 4

Default value: 0

Saved in: -

General.Clip4B

Second coefficient in equation for clipping plane 4

Default value: -1

Saved in: -

General.Clip4C

Third coefficient in equation for clipping plane 4

Default value: 0

Saved in: -

General.Clip4D

Fourth coefficient in equation for clipping plane 4

Default value: 1

Saved in: -

General.Clip5A

First coefficient in equation for clipping plane 5

Default value: 0

Saved in: -

General.Clip5B

Second coefficient in equation for clipping plane 5

Default value: 0

Saved in: -

General.Clip5C

Third coefficient in equation for clipping plane 5

Default value: -1

Saved in: -

General.Clip5D

Fourth coefficient in equation for clipping plane 5

Default value: 1

Saved in: -

General.ClipFactor

Near and far clipping plane distance factor (decrease value for better z-buffer resolution)

Default value: 5

Saved in: -

General.ClipOnlyDrawIntersectingVolume

Only draw layer of elements that intersect the clipping plane

Default value: 0

Saved in: **General.OptionsFileName**

General.ClipOnlyVolume

Only clip volume elements

Default value: 0

Saved in: **General.OptionsFileName**

General.ClipPositionX

Horizontal position (in pixels) of the upper left corner of the clipping planes window

Default value: 650

Saved in: **General.SessionFileName**

General.ClipPositionY

Vertical position (in pixels) of the upper left corner of the clipping planes window

Default value: 150

Saved in: **General.SessionFileName**

General.ClipWholeElements

Clip whole elements

Default value: 0

Saved in: **General.OptionsFileName**

General.ColorScheme

Default color scheme for graphics (0: light, 1: default, 2: grayscale, 3: dark)

Default value: 1

Saved in: **General.SessionFileName**

General.ConfirmOverwrite

Ask confirmation before overwriting files?

Default value: 1

Saved in: **General.OptionsFileName**

General.ContextPositionX

Horizontal position (in pixels) of the upper left corner of the contextual windows

Default value: 650

Saved in: **General.SessionFileName**

General.ContextPositionY

Vertical position (in pixels) of the upper left corner of the contextual windows

Default value: 150

Saved in: **General.SessionFileName**

General.DetachedMenu

Should the menu window be detached from the graphic window?

Default value: 0

Saved in: **General.SessionFileName**

General.DisplayBorderFactor

Border factor for model display (0: model fits window size exactly)

Default value: 0.2

Saved in: **General.OptionsFileName**

General.DoubleBuffer

Use a double buffered graphic window (on Unix, should be set to 0 when working on a remote host without GLX)

Default value: 1

Saved in: **General.OptionsFileName**

General.DrawBoundingBoxes

Draw bounding boxes

Default value: 0

Saved in: **General.OptionsFileName**

General.ExpertMode

Enable expert mode (to disable all the messages meant for inexperienced users)

Default value: 0

Saved in: **General.OptionsFileName**

General.ExtraPositionX

Horizontal position (in pixels) of the upper left corner of the generic extra window

Default value: 650

Saved in: **General.SessionFileName**

General.ExtraPositionY

Vertical position (in pixels) of the upper left corner of the generic extra window

Default value: 350

Saved in: **General.SessionFileName**

General.ExtraHeight

Height (in pixels) of the generic extra window

Default value: 100

Saved in: **General.SessionFileName**

General.ExtraWidth

Width (in pixels) of the generic extra window

Default value: 100

Saved in: **General.SessionFileName**

General.FastRedraw

Draw simplified model while rotating, panning and zooming

Default value: 0

Saved in: **General.OptionsFileName**

General.FieldPositionX

Horizontal position (in pixels) of the upper left corner of the field window

Default value: 650

Saved in: **General.SessionFileName**

General.FieldPositionY

Vertical position (in pixels) of the upper left corner of the field window

Default value: 550

Saved in: **General.SessionFileName**

General.FieldHeight

Height (in pixels) of the field window

Default value: 320

Saved in: **General.SessionFileName**

General.FieldWidth

Width (in pixels) of the field window

Default value: 420

Saved in: **General.SessionFileName**

General.FileChooserPositionX

Horizontal position (in pixels) of the upper left corner of the file chooser windows

Default value: 200

Saved in: **General.SessionFileName**

General.FileChooserPositionY

Vertical position (in pixels) of the upper left corner of the file chooser windows

Default value: 200

Saved in: **General.SessionFileName**

General.FltkColorScheme

FLTK user interface color theme (0: standard, 1:dark)

Default value: 0

Saved in: **General.SessionFileName**

General.FontSize

Size of the font in the user interface, in pixels (-1: automatic)

Default value: -1

Saved in: **General.OptionsFileName**

General.GraphicsFontSize

Size of the font in the graphic window, in pixels

Default value: 15

Saved in: **General.OptionsFileName**

General.GraphicsFontSizeTitle

Size of the font in the graphic window for titles, in pixels

Default value: 18

Saved in: **General.OptionsFileName**

General.GraphicsHeight

Height (in pixels) of the graphic window

Default value: 600

Saved in: **General.SessionFileName**

General.GraphicsPositionX
Horizontal position (in pixels) of the upper left corner of the graphic window
Default value: 50
Saved in: **General.SessionFileName**

General.GraphicsPositionY
Vertical position (in pixels) of the upper left corner of the graphic window
Default value: 50
Saved in: **General.SessionFileName**

General.GraphicsWidth
Width (in pixels) of the graphic window
Default value: 800
Saved in: **General.SessionFileName**

General.HighOrderToolsPositionX
Horizontal position (in pixels) of the upper left corner of the high-order tools window
Default value: 650
Saved in: **General.SessionFileName**

General.HighOrderToolsPositionY
Vertical position (in pixels) of the upper left corner of the high-order tools window
Default value: 150
Saved in: **General.SessionFileName**

General.HighResolutionGraphics
Use high-resolution OpenGL graphics (e.g. for Macs with retina displays)
Default value: 1
Saved in: **General.OptionsFileName**

General.HighResolutionPointSizeFactor
Point size factor when using high-resolution OpenGL graphics
Default value: 2
Saved in: **General.OptionsFileName**

General.InitialModule
Module launched on startup (0: automatic, 1: geometry, 2: mesh, 3: solver, 4: post-processing)
Default value: 0
Saved in: **General.OptionsFileName**

General.InputScrolling
Enable numerical input scrolling in user interface (moving the mouse to change numbers)
Default value: 1
Saved in: **General.OptionsFileName**

General.Light0
Enable light source 0
Default value: 1
Saved in: **General.OptionsFileName**

General.Light0X

X position of light source 0
Default value: 0.65
Saved in: **General.OptionsFileName**

General.Light0Y

Y position of light source 0
Default value: 0.65
Saved in: **General.OptionsFileName**

General.Light0Z

Z position of light source 0
Default value: 1
Saved in: **General.OptionsFileName**

General.Light0W

Divisor of the X, Y and Z coordinates of light source 0 (W=0 means infinitely far source)
Default value: 0
Saved in: **General.OptionsFileName**

General.Light1

Enable light source 1
Default value: 0
Saved in: **General.OptionsFileName**

General.Light1X

X position of light source 1
Default value: 0.5
Saved in: **General.OptionsFileName**

General.Light1Y

Y position of light source 1
Default value: 0.3
Saved in: **General.OptionsFileName**

General.Light1Z

Z position of light source 1
Default value: 1
Saved in: **General.OptionsFileName**

General.Light1W

Divisor of the X, Y and Z coordinates of light source 1 (W=0 means infinitely far source)
Default value: 0
Saved in: **General.OptionsFileName**

General.Light2

Enable light source 2
Default value: 0
Saved in: **General.OptionsFileName**

General.Light2X
X position of light source 2
Default value: 0.5
Saved in: **General.OptionsFileName**

General.Light2Y
Y position of light source 2
Default value: 0.3
Saved in: **General.OptionsFileName**

General.Light2Z
Z position of light source 2
Default value: 1
Saved in: **General.OptionsFileName**

General.Light2W
Divisor of the X, Y and Z coordinates of light source 2 (W=0 means infinitely far source)
Default value: 0
Saved in: **General.OptionsFileName**

General.Light3
Enable light source 3
Default value: 0
Saved in: **General.OptionsFileName**

General.Light3X
X position of light source 3
Default value: 0.5
Saved in: **General.OptionsFileName**

General.Light3Y
Y position of light source 3
Default value: 0.3
Saved in: **General.OptionsFileName**

General.Light3Z
Z position of light source 3
Default value: 1
Saved in: **General.OptionsFileName**

General.Light3W
Divisor of the X, Y and Z coordinates of light source 3 (W=0 means infinitely far source)
Default value: 0
Saved in: **General.OptionsFileName**

General.Light4
Enable light source 4
Default value: 0
Saved in: **General.OptionsFileName**

General.Light4X

X position of light source 4

Default value: 0.5

Saved in: **General.OptionsFileName****General.Light4Y**

Y position of light source 4

Default value: 0.3

Saved in: **General.OptionsFileName****General.Light4Z**

Z position of light source 4

Default value: 1

Saved in: **General.OptionsFileName****General.Light4W**

Divisor of the X, Y and Z coordinates of light source 4 (W=0 means infinitely far source)

Default value: 0

Saved in: **General.OptionsFileName****General.Light5**

Enable light source 5

Default value: 0

Saved in: **General.OptionsFileName****General.Light5X**

X position of light source 5

Default value: 0.5

Saved in: **General.OptionsFileName****General.Light5Y**

Y position of light source 5

Default value: 0.3

Saved in: **General.OptionsFileName****General.Light5Z**

Z position of light source 5

Default value: 1

Saved in: **General.OptionsFileName****General.Light5W**

Divisor of the X, Y and Z coordinates of light source 5 (W=0 means infinitely far source)

Default value: 0

Saved in: **General.OptionsFileName****General.LineWidth**

Display width of lines (in pixels)

Default value: 1

Saved in: **General.OptionsFileName**

General.ManipulatorPositionX

Horizontal position (in pixels) of the upper left corner of the manipulator window

Default value: 650

Saved in: **General.SessionFileName**

General.ManipulatorPositionY

Vertical position (in pixels) of the upper left corner of the manipulator window

Default value: 150

Saved in: **General.SessionFileName**

General.MaxX

Maximum model coordinate along the X-axis (read-only)

Default value: 0

Saved in: -

General.MaxY

Maximum model coordinate along the Y-axis (read-only)

Default value: 0

Saved in: -

General.MaxZ

Maximum model coordinate along the Z-axis (read-only)

Default value: 0

Saved in: -

General.MenuWidth

Width (in pixels) of the menu tree

Default value: 200

Saved in: **General.SessionFileName**

General.MenuHeight

Height (in pixels) of the (detached) menu tree

Default value: 200

Saved in: **General.SessionFileName**

General.MenuPositionX

Horizontal position (in pixels) of the (detached) menu tree

Default value: 400

Saved in: **General.SessionFileName**

General.MenuPositionY

Vertical position (in pixels) of the (detached) menu tree

Default value: 400

Saved in: **General.SessionFileName**

General.MessageFontSize

Size of the font in the message window, in pixels (-1: automatic)

Default value: -1

Saved in: **General.OptionsFileName**

General.MessageHeight

Height (in pixels) of the message console when it is visible (should be > 0)

Default value: 300

Saved in: **General.SessionFileName**

General.MinX

Minimum model coordinate along the X-axis (read-only)

Default value: 0

Saved in: -

General.MinY

Minimum model coordinate along the Y-axis (read-only)

Default value: 0

Saved in: -

General.MinZ

Minimum model coordinate along the Z-axis (read-only)

Default value: 0

Saved in: -

General.MouseHoverMeshes

Enable mouse hover on meshes

Default value: 0

Saved in: **General.OptionsFileName**

General.MouseSelection

Enable mouse selection

Default value: 1

Saved in: **General.OptionsFileName**

General.MouseInvertZoom

Invert mouse wheel zoom direction

Default value: 0

Saved in: **General.OptionsFileName**

General.NonModalWindows

Force all control windows to be on top of the graphic window ("non-modal")

Default value: 1

Saved in: **General.SessionFileName**

General.NoPopup

Disable interactive dialog windows in scripts (and use default values instead)

Default value: 0

Saved in: **General.OptionsFileName**

General.NumThreads

Set (maximum) number of threads (0: use system default, i.e. OMP_NUM_THREADS)

Default value: 1

Saved in: **General.OptionsFileName**

General.OptionsPositionX

Horizontal position (in pixels) of the upper left corner of the option window

Default value: 650

Saved in: **General.SessionFileName**

General.OptionsPositionY

Vertical position (in pixels) of the upper left corner of the option window

Default value: 150

Saved in: **General.SessionFileName**

General.Orthographic

Orthographic projection mode (0: perspective projection)

Default value: 1

Saved in: **General.OptionsFileName**

General.PluginPositionX

Horizontal position (in pixels) of the upper left corner of the plugin window

Default value: 650

Saved in: **General.SessionFileName**

General.PluginPositionY

Vertical position (in pixels) of the upper left corner of the plugin window

Default value: 550

Saved in: **General.SessionFileName**

General.PluginHeight

Height (in pixels) of the plugin window

Default value: 320

Saved in: **General.SessionFileName**

General.PluginWidth

Width (in pixels) of the plugin window

Default value: 420

Saved in: **General.SessionFileName**

General.PointSize

Display size of points (in pixels)

Default value: 3

Saved in: **General.OptionsFileName**

General.PolygonOffsetAlwaysOn

Always apply polygon offset, instead of trying to detect when it is required

Default value: 0

Saved in: **General.OptionsFileName**

General.PolygonOffsetFactor

Polygon offset factor (offset = factor * DZ + r * units)

Default value: 0.5

Saved in: **General.OptionsFileName**

General.PolygonOffsetUnits

Polygon offset units (offset = factor * $DZ + r * \text{units}$)

Default value: 1

Saved in: **General.OptionsFileName**

General.ProgressMeterStep

Increment (in percent) of the progress meter bar

Default value: 20

Saved in: **General.OptionsFileName**

General.QuadricSubdivisions

Number of subdivisions used to draw points or lines as spheres or cylinders

Default value: 6

Saved in: **General.OptionsFileName**

General.RotationX

First Euler angle (used if Trackball=0)

Default value: 0

Saved in: -

General.RotationY

Second Euler angle (used if Trackball=0)

Default value: 0

Saved in: -

General.RotationZ

Third Euler angle (used if Trackball=0)

Default value: 0

Saved in: -

General.RotationCenterGravity

Rotate around the (pseudo) center of mass instead of (RotationCenterX, RotationCenterY, RotationCenterZ)

Default value: 1

Saved in: **General.OptionsFileName**

General.RotationCenterX

X coordinate of the center of rotation

Default value: 0

Saved in: -

General.RotationCenterY

Y coordinate of the center of rotation

Default value: 0

Saved in: -

General.RotationCenterZ

Z coordinate of the center of rotation

Default value: 0

Saved in: -

General.SaveOptions

Automatically save current options in General.OptionsFileName (1) or per model (2) each time you quit Gmsh?

Default value: 0

Saved in: General.SessionFileName

General.SaveSession

Automatically save session specific information in General.SessionFileName each time you quit Gmsh?

Default value: 1

Saved in: General.SessionFileName

General.ScaleX

X-axis scale factor

Default value: 1

Saved in: -

General.ScaleY

Y-axis scale factor

Default value: 1

Saved in: -

General.ScaleZ

Z-axis scale factor

Default value: 1

Saved in: -

General.Shininess

Material shininess

Default value: 0.4

Saved in: General.OptionsFileName

General.ShininessExponent

Material shininess exponent (between 0 and 128)

Default value: 40

Saved in: General.OptionsFileName

General.ShowModuleMenu

Show the standard Gmsh menu in the tree

Default value: 1

Saved in: General.OptionsFileName

General.ShowOptionsOnStartup

Show option window on startup

Default value: 0

Saved in: General.OptionsFileName

General.ShowMessagesOnStartup

Show message window on startup

Default value: 0

Saved in: General.OptionsFileName

General.SmallAxes

Display the small axes

Default value: 1

Saved in: **General.OptionsFileName**

General.SmallAxesPositionX

X position (in pixels) of small axes (< 0: measure from right window edge; >= 1e5: centered)

Default value: -60

Saved in: **General.OptionsFileName**

General.SmallAxesPositionY

Y position (in pixels) of small axes (< 0: measure from bottom window edge; >= 1e5: centered)

Default value: -40

Saved in: **General.OptionsFileName**

General.SmallAxesSize

Size (in pixels) of small axes

Default value: 30

Saved in: **General.OptionsFileName**

General.StatisticsPositionX

Horizontal position (in pixels) of the upper left corner of the statistic window

Default value: 650

Saved in: **General.SessionFileName**

General.StatisticsPositionY

Vertical position (in pixels) of the upper left corner of the statistic window

Default value: 150

Saved in: **General.SessionFileName**

General.Stereo

Use stereo rendering

Default value: 0

Saved in: **General.OptionsFileName**

General.SystemMenuBar

Use the system menu bar on Mac OS X?

Default value: 1

Saved in: **General.SessionFileName**

General.Terminal

Should information be printed on the terminal (if available)?

Default value: 0

Saved in: **General.OptionsFileName**

General.Tooltips

Show tooltips in the user interface

Default value: 1

Saved in: **General.OptionsFileName**

General.Trackball

Use trackball rotation mode

Default value: 1

Saved in: **General.OptionsFileName**

General.TrackballHyperbolicSheet

Use hyperbolic sheet away from trackball center for z-rotations

Default value: 1

Saved in: **General.OptionsFileName**

General.TrackballQuaternion0

First trackball quaternion component (used if General.Trackball=1)

Default value: 0

Saved in: -

General.TrackballQuaternion1

Second trackball quaternion component (used if General.Trackball=1)

Default value: 0

Saved in: -

General.TrackballQuaternion2

Third trackball quaternion component (used if General.Trackball=1)

Default value: 0

Saved in: -

General.TrackballQuaternion3

Fourth trackball quaternion component (used if General.Trackball=1)

Default value: 1

Saved in: -

General.TranslationX

X-axis translation (in model units)

Default value: 0

Saved in: -

General.TranslationY

Y-axis translation (in model units)

Default value: 0

Saved in: -

General.TranslationZ

Z-axis translation (in model units)

Default value: 0

Saved in: -

General.VectorType

Default vector display type (for normals, etc.)

Default value: 4

Saved in: **General.OptionsFileName**

General.Verbosity

Level of information printed during processing (0: no information)

Default value: 5

Saved in: **General.OptionsFileName**

General.VisibilityPositionX

Horizontal position (in pixels) of the upper left corner of the visibility window

Default value: 650

Saved in: **General.SessionFileName**

General.VisibilityPositionY

Vertical position (in pixels) of the upper left corner of the visibility window

Default value: 150

Saved in: **General.SessionFileName**

General.ZoomFactor

Middle mouse button zoom acceleration factor

Default value: 4

Saved in: **General.OptionsFileName**

General.Color.Background

Background color

Default value: {255,255,255}

Saved in: **General.OptionsFileName**

General.Color.BackgroundGradient

Background gradient color

Default value: {208,215,255}

Saved in: **General.OptionsFileName**

General.Color.Foreground

Foreground color

Default value: {85,85,85}

Saved in: **General.OptionsFileName**

General.Color.Text

Text color

Default value: {0,0,0}

Saved in: **General.OptionsFileName**

General.Color.Axes

Axes color

Default value: {0,0,0}

Saved in: **General.OptionsFileName**

General.Color.SmallAxes

Small axes color

Default value: {0,0,0}

Saved in: **General.OptionsFileName**

General.Color.AmbientLight
Ambient light color
Default value: {25,25,25}
Saved in: **General.OptionsFileName**

General.Color.DiffuseLight
Diffuse light color
Default value: {255,255,255}
Saved in: **General.OptionsFileName**

General.Color.SpecularLight
Specular light color
Default value: {255,255,255}
Saved in: **General.OptionsFileName**

Print.ParameterCommand
Command parsed when the print parameter is changed
Default value: "Mesh.Clip=1; View.Clip=1; General.ClipWholeElements=1;
General.ClipOD=Print.Parameter; SetChanged;"
Saved in: **General.OptionsFileName**

Print.Parameter
Current value of the print parameter
Default value: 0
Saved in: **General.OptionsFileName**

Print.ParameterFirst
First value of print parameter in loop
Default value: -1
Saved in: **General.OptionsFileName**

Print.ParameterLast
Last value of print parameter in loop
Default value: 1
Saved in: **General.OptionsFileName**

Print.ParameterSteps
Number of steps in loop over print parameter
Default value: 10
Saved in: **General.OptionsFileName**

Print.Background
Print background (gradient and image)?
Default value: 0
Saved in: **General.OptionsFileName**

Print.CompositeWindows
Composite all window tiles in the same output image (for bitmap output only)
Default value: 0
Saved in: **General.OptionsFileName**

Print.PgfTwoDim

Output PGF format for two dimensions. Mostly irrelevant if 'PgfExportAxis=0'. Default '1' (yes).

Default value: 1

Saved in: **General.OptionsFileName**

Print.PgfExportAxis

Include axis in export pgf code (not in the png). Default '0' (no).

Default value: 0

Saved in: **General.OptionsFileName**

Print.PgfHorizontalBar

Use a horizontal color bar in the pgf output. Default '0' (no).

Default value: 0

Saved in: **General.OptionsFileName**

Print.DeleteTemporaryFiles

Delete temporary files used during printing

Default value: 1

Saved in: **General.OptionsFileName**

Print.EpsBestRoot

Try to minimize primitive splitting in BSP tree sorted PostScript/PDF output

Default value: 1

Saved in: **General.OptionsFileName**

Print.EpsCompress

Compress PostScript/PDF output using zlib

Default value: 0

Saved in: **General.OptionsFileName**

Print.EpsLineWidthFactor

Width factor for lines in PostScript/PDF output

Default value: 1

Saved in: **General.OptionsFileName**

Print.EpsOcclusionCulling

Cull occluded primitives (to reduce PostScript/PDF file size)

Default value: 1

Saved in: **General.OptionsFileName**

Print.EpsPointSizeFactor

Size factor for points in PostScript/PDF output

Default value: 1

Saved in: **General.OptionsFileName**

Print.EpsPS3Shading

Enable PostScript Level 3 shading

Default value: 0

Saved in: **General.OptionsFileName**

Print.EpsQuality
PostScript/PDF quality (0: bitmap, 1: vector (simple sort), 2: vector (accurate sort), 3: vector (unsorted))
Default value: 1
Saved in: **General.OptionsFileName**

Print.Format
File format (10: automatic)
Default value: 10
Saved in: **General.OptionsFileName**

Print.GeoLabels
Save labels in unrolled Gmsh geometries
Default value: 1
Saved in: **General.OptionsFileName**

Print.GeoOnlyPhysicals
Only save entities that belong to physical groups
Default value: 0
Saved in: **General.OptionsFileName**

Print.GifDither
Apply dithering to GIF output
Default value: 0
Saved in: **General.OptionsFileName**

Print.GifInterlace
Interlace GIF output
Default value: 0
Saved in: **General.OptionsFileName**

Print.GifSort
Sort the colormap in GIF output
Default value: 1
Saved in: **General.OptionsFileName**

Print.GifTransparent
Output transparent GIF image
Default value: 0
Saved in: **General.OptionsFileName**

Print.Height
Height of printed image; use (possibly scaled) current height if < 0
Default value: -1
Saved in: **General.OptionsFileName**

Print.JpegQuality
JPEG quality (between 1 and 100)
Default value: 100
Saved in: **General.OptionsFileName**

`Print.JpegSmoothing`
JPEG smoothing (between 0 and 100)
Default value: 0
Saved in: `General.OptionsFileName`

`Print.PostElementary`
Save elementary region tags in mesh statistics exported as post-processing views
Default value: 1
Saved in: `General.OptionsFileName`

`Print.PostElement`
Save element numbers in mesh statistics exported as post-processing views
Default value: 0
Saved in: `General.OptionsFileName`

`Print.PostGamma`
Save Gamma quality measure in mesh statistics exported as post-processing views
Default value: 0
Saved in: `General.OptionsFileName`

`Print.PostEta`
Save Eta quality measure in mesh statistics exported as post-processing views
Default value: 0
Saved in: `General.OptionsFileName`

`Print.PostSICN`
Save SICN (signed inverse condition number) quality measure in mesh statistics exported as post-processing views
Default value: 0
Saved in: `General.OptionsFileName`

`Print.PostSIGE`
Save SIGE (signed inverse gradient error) quality measure in mesh statistics exported as post-processing views
Default value: 0
Saved in: `General.OptionsFileName`

`Print.PostDisto`
Save Disto quality measure in mesh statistics exported as post-processing views
Default value: 0
Saved in: `General.OptionsFileName`

`Print.TexAsEquation`
Print all TeX strings as equations
Default value: 0
Saved in: `General.OptionsFileName`

`Print.Text`
Print text strings?
Default value: 1
Saved in: `General.OptionsFileName`

Print.X3dCompatibility
Produce highly compatible X3D output (no scale bar)
Default value: 0
Saved in: **General.OptionsFileName**

Print.X3dPrecision
Precision of X3D output
Default value: 1e-09
Saved in: **General.OptionsFileName**

Print.X3dRemoveInnerBorders
Remove inner borders in X3D output
Default value: 0
Saved in: **General.OptionsFileName**

Print.X3dTransparency
Transparency for X3D output
Default value: 0
Saved in: **General.OptionsFileName**

Print.Width
Width of printed image; use (possibly scaled) current width if < 0)
Default value: -1
Saved in: **General.OptionsFileName**

B.2 Geometry options list

Geometry.DoubleClickedPointCommand
Command parsed when double-clicking on a point
Default value: ""
Saved in: **General.OptionsFileName**

Geometry.DoubleClickedLineCommand
Command parsed when double-clicking on a line
Default value: ""
Saved in: **General.OptionsFileName**

Geometry.DoubleClickedSurfaceCommand
Command parsed when double-clicking on a surface
Default value: ""
Saved in: **General.OptionsFileName**

Geometry.DoubleClickedVolumeCommand
Command parsed when double-clicking on a volume
Default value: ""
Saved in: **General.OptionsFileName**

Geometry.OCCTargetUnit
Length unit to which coordinates from STEP and IGES files are converted to when imported by OpenCASCADE, e.g. 'M' for meters (leave empty to use OpenCASCADE default behavior)

Default value: ""
Saved in: `General.OptionsFileName`

`Geometry.AutoCoherence`

Should all duplicate entities be automatically removed with the built-in geometry kernel? (If `AutoCoherence == 2`, also remove degenerate entities.) The option has no effect with the OpenCASCADE kernel
Default value: 1
Saved in: `General.OptionsFileName`

`Geometry.Clip`

Enable clipping planes? (`Plane[i]=2^i`, $i=0,\dots,5$)
Default value: 0
Saved in: -

`Geometry.CopyMeshingMethod`

Copy meshing method (unstructured or transfinite) when duplicating geometrical entities?
Default value: 0
Saved in: `General.OptionsFileName`

`Geometry.DoubleClickedEntityTag`

Tag of last double-clicked geometrical entity
Default value: 0
Saved in: -

`Geometry.ExactExtrusion`

Use exact extrusion formula in interpolations (set to 0 to allow geometrical transformations of extruded entities)
Default value: 1
Saved in: `General.OptionsFileName`

`Geometry.ExtrudeReturnLateralEntities`

Add lateral entities in lists returned by extrusion commands?
Default value: 1
Saved in: `General.OptionsFileName`

`Geometry.ExtrudeSplinePoints`

Number of control points for splines created during extrusion
Default value: 5
Saved in: `General.OptionsFileName`

`Geometry.HighlightOrphans`

Highlight orphan entities (lines connected to a single surface, etc.)?
Default value: 0
Saved in: `General.OptionsFileName`

`Geometry.LabelType`

Type of entity label (0: description, 1: elementary number, 2: physical number)
Default value: 0
Saved in: `General.OptionsFileName`

Geometry.Light

Enable lighting for the geometry

Default value: 1

Saved in: **General.OptionsFileName**

Geometry.LightTwoSide

Light both sides of surfaces (leads to slower rendering)

Default value: 1

Saved in: **General.OptionsFileName**

Geometry.Lines

Display geometry curves?

Default value: 1

Saved in: **General.OptionsFileName**

Geometry.LineNumbers

Display curve numbers?

Default value: 0

Saved in: **General.OptionsFileName**

Geometry.LineSelectWidth

Display width of selected curves (in pixels)

Default value: 3

Saved in: **General.OptionsFileName**

Geometry.LineType

Display curves as solid color segments (0), 3D cylinders (1) or tapered cylinders (2)

Default value: 0

Saved in: **General.OptionsFileName**

Geometry.LineWidth

Display width of lines (in pixels)

Default value: 2

Saved in: **General.OptionsFileName**

Geometry.MatchGeomAndMesh

Matches geometries and meshes

Default value: 0

Saved in: **General.OptionsFileName**

Geometry.MatchMeshScaleFactor

Rescaling factor for the mesh to correspond to size of the geometry

Default value: 1

Saved in: **General.OptionsFileName**

Geometry.MatchMeshTolerance

Tolerance for matching mesh and geometry

Default value: 1e-06

Saved in: **General.OptionsFileName**

Geometry.Normals

Display size of normal vectors (in pixels)

Default value: 0

Saved in: **General.OptionsFileName**

Geometry.NumSubEdges

Number of edge subdivisions between control points when displaying curves

Default value: 40

Saved in: **General.OptionsFileName**

Geometry.OCCAutoFix

Automatically fix orientation of wires, faces, shells and volumes when creating new entities with the OpenCASCADE kernel

Default value: 1

Saved in: **General.OptionsFileName**

Geometry.OCCBooleanPreserveNumbering

Try to preserve the numbering of entities through OpenCASCADE boolean operations

Default value: 1

Saved in: **General.OptionsFileName**

Geometry.OCCDisableSTL

Disable STL creation in OpenCASCADE kernel

Default value: 0

Saved in: **General.OptionsFileName**

Geometry.OCCFixDegenerated

Fix degenerated edges/faces when importing STEP, IGES and BRep models with the OpenCASCADE kernel

Default value: 0

Saved in: **General.OptionsFileName**

Geometry.OCCFixSmallEdges

Fix small edges when importing STEP, IGES and BRep models with the OpenCASCADE kernel

Default value: 0

Saved in: **General.OptionsFileName**

Geometry.OCCFixSmallFaces

Fix small faces when importing STEP, IGES and BRep models with the OpenCASCADE kernel

Default value: 0

Saved in: **General.OptionsFileName**

Geometry.OCCImportLabels

Import labels and colors when importing STEP models with the OpenCASCADE kernel

Default value: 1

Saved in: **General.OptionsFileName**

Geometry.OCCParallel
Use multi-threaded OpenCASCADE boolean operators
Default value: 0
Saved in: **General.OptionsFileName**

Geometry.OCCScaling
Scale STEP, IGES and BRep models by the given factor when importing them with the OpenCASCADE kernel
Default value: 1
Saved in: **General.OptionsFileName**

Geometry.OCCSewFaces
Sew faces when importing STEP, IGES and BRep models with the OpenCASCADE kernel
Default value: 0
Saved in: **General.OptionsFileName**

Geometry.OffsetX
Model display offset along X-axis (in model coordinates)
Default value: 0
Saved in: -

Geometry.OffsetY
Model display offset along Y-axis (in model coordinates)
Default value: 0
Saved in: -

Geometry.OffsetZ
Model display offset along Z-axis (in model coordinates)
Default value: 0
Saved in: -

Geometry.OldCircle
Use old circle description (compatibility option for old Gmsh geometries)
Default value: 0
Saved in: **General.OptionsFileName**

Geometry.OldRuledSurface
Use old 3-sided ruled surface interpolation (compatibility option for old Gmsh geometries)
Default value: 0
Saved in: **General.OptionsFileName**

Geometry.OldNewReg
Use old newreg definition for geometrical transformations (compatibility option for old Gmsh geometries)
Default value: 1
Saved in: **General.OptionsFileName**

Geometry.Points
Display geometry points?
Default value: 1
Saved in: **General.OptionsFileName**

Geometry.PointNumbers

Display points numbers?

Default value: 0

Saved in: **General.OptionsFileName****Geometry.PointSelectSize**

Display size of selected points (in pixels)

Default value: 6

Saved in: **General.OptionsFileName****Geometry.PointSize**

Display size of points (in pixels)

Default value: 4

Saved in: **General.OptionsFileName****Geometry.PointType**

Display points as solid color dots (0) or 3D spheres (1)

Default value: 0

Saved in: **General.OptionsFileName****Geometry.ReparamOnFaceRobust**

Use projection for reparametrization of a point classified on GEdge on a GFace

Default value: 0

Saved in: **General.OptionsFileName****Geometry.ScalingFactor**

Global geometry scaling factor

Default value: 1

Saved in: **General.OptionsFileName****Geometry.OrientedPhysicals**

Use sign of elementary entity in physical definition as orientation indicator

Default value: 1

Saved in: **General.OptionsFileName****Geometry.SnapX**

Snapping grid spacing along the X-axis

Default value: 0.1

Saved in: **General.OptionsFileName****Geometry.SnapY**

Snapping grid spacing along the Y-axis

Default value: 0.1

Saved in: **General.OptionsFileName****Geometry.SnapZ**

Snapping grid spacing along the Z-axis

Default value: 0.1

Saved in: **General.OptionsFileName**

Geometry.Surfaces

Display geometry surfaces?

Default value: 0

Saved in: **General.OptionsFileName****Geometry.SurfaceNumbers**

Display surface numbers?

Default value: 0

Saved in: **General.OptionsFileName****Geometry.SurfaceType**

Surface display type (0: cross, 1: wireframe, 2: solid)

Default value: 0

Saved in: **General.OptionsFileName****Geometry.Tangents**

Display size of tangent vectors (in pixels)

Default value: 0

Saved in: **General.OptionsFileName****Geometry.Tolerance**

Geometrical tolerance

Default value: 1e-08

Saved in: **General.OptionsFileName****Geometry.ToleranceBoolean**

Geometrical tolerance for boolean operations

Default value: 0

Saved in: **General.OptionsFileName****Geometry.Transform**

Transform model display coordinates (0: no, 1: scale)

Default value: 0

Saved in: -

Geometry.TransformXX

Element (1,1) of the 3x3 model display transformation matrix

Default value: 1

Saved in: -

Geometry.TransformXY

Element (1,2) of the 3x3 model display transformation matrix

Default value: 0

Saved in: -

Geometry.TransformXZ

Element (1,3) of the 3x3 model display transformation matrix

Default value: 0

Saved in: -

Geometry.TransformYX

Element (2,1) of the 3x3 model display transformation matrix
Default value: 0
Saved in: -

Geometry.TransformYY

Element (2,2) of the 3x3 model display transformation matrix
Default value: 1
Saved in: -

Geometry.TransformYZ

Element (2,3) of the 3x3 model display transformation matrix
Default value: 0
Saved in: -

Geometry.TransformZX

Element (3,1) of the 3x3 model display transformation matrix
Default value: 0
Saved in: -

Geometry.TransformZY

Element (3,2) of the 3x3 model display transformation matrix
Default value: 0
Saved in: -

Geometry.TransformZZ

Element (3,3) of the 3x3 model display transformation matrix
Default value: 1
Saved in: -

Geometry.Volumes

Display geometry volumes? (not implemented yet)
Default value: 0
Saved in: **General.OptionsFileName**

Geometry.VolumeNumbers

Display volume numbers? (not implemented yet)
Default value: 0
Saved in: **General.OptionsFileName**

Geometry.Color.Points

Normal geometry point color
Default value: {90,90,90}
Saved in: **General.OptionsFileName**

Geometry.Color.Lines

Normal geometry curve color
Default value: {0,0,255}
Saved in: **General.OptionsFileName**

Geometry.Color.Surfaces
Normal geometry surface color
Default value: {128,128,128}
Saved in: **General.OptionsFileName**

Geometry.Color.Volumes
Normal geometry volume color
Default value: {255,255,0}
Saved in: **General.OptionsFileName**

Geometry.Color.Selection
Selected geometry color
Default value: {255,0,0}
Saved in: **General.OptionsFileName**

Geometry.Color.HighlightZero
Highlight 0 color
Default value: {255,0,0}
Saved in: **General.OptionsFileName**

Geometry.Color.HighlightOne
Highlight 1 color
Default value: {255,150,0}
Saved in: **General.OptionsFileName**

Geometry.Color.HighlightTwo
Highlight 2 color
Default value: {255,255,0}
Saved in: **General.OptionsFileName**

Geometry.Color.Tangents
Tangent geometry vectors color
Default value: {255,255,0}
Saved in: **General.OptionsFileName**

Geometry.ColorNormals
Normal geometry vectors color
Default value: {255,0,0}
Saved in: **General.OptionsFileName**

Geometry.Color.Projection
Projection surface color
Default value: {0,255,0}
Saved in: **General.OptionsFileName**

B.3 Mesh options list

Mesh.Algorithm
2D mesh algorithm (1: MeshAdapt, 2: Automatic, 5: Delaunay, 6: Frontal-Delaunay, 7: BAMG, 8: Frontal-Delaunay for Quads, 9: Packing of Parallelograms)

Default value: 2
Saved in: `General.OptionsFileName`

`Mesh.Algorithm3D`
3D mesh algorithm (1: Delaunay, 4: Frontal, 7: MMG3D, 9: R-tree, 10: HXT)
Default value: 1
Saved in: `General.OptionsFileName`

`Mesh.AngleSmoothNormals`
Threshold angle below which normals are not smoothed
Default value: 30
Saved in: `General.OptionsFileName`

`Mesh.AngleToleranceFacetOverlap`
Consider connected facets as overlapping when the dihedral angle between the facets is smaller than the user's defined tolerance
Default value: 0.1
Saved in: `General.OptionsFileName`

`Mesh.AnisoMax`
Maximum anisotropy of the mesh
Default value: `1e+33`
Saved in: `General.OptionsFileName`

`Mesh.AllowSwapAngle`
Threshold angle (in degrees) between faces normals under which we allow an edge swap
Default value: 10
Saved in: `General.OptionsFileName`

`Mesh.BdfFieldFormat`
Field format for Nastran BDF files (0: free, 1: small, 2: large)
Default value: 1
Saved in: `General.OptionsFileName`

`Mesh.Binary`
Write mesh files in binary format (if possible)
Default value: 0
Saved in: `General.OptionsFileName`

`Mesh.BoundaryLayerFanPoints`
Number of points (per Pi radians) for 2D boundary layer fans
Default value: 5
Saved in: `General.OptionsFileName`

`Mesh.CgnsImportOrder`
Enable the creation of high-order mesh from CGNS structured meshes(1, 2, 4, 8, ...)
Default value: 1
Saved in: `General.OptionsFileName`

Mesh.CgnsConstructTopology

Reconstruct the model topology (BREP) after reading a CGNS file

Default value: 0

Saved in: **General.OptionsFileName**

Mesh.CharacteristicLengthExtendFromBoundary

Extend computation of mesh element sizes from the boundaries into the interior (for 3D Delaunay, use 1: longest or 2: shortest surface edge length)

Default value: 1

Saved in: **General.OptionsFileName**

Mesh.CharacteristicLengthFactor

Factor applied to all mesh element sizes

Default value: 1

Saved in: **General.OptionsFileName**

Mesh.CharacteristicLengthMin

Minimum mesh element size

Default value: 0

Saved in: **General.OptionsFileName**

Mesh.CharacteristicLengthMax

Maximum mesh element size

Default value: $1e+22$

Saved in: **General.OptionsFileName**

Mesh.CharacteristicLengthFromCurvature

Automatically compute mesh element sizes from curvature (experimental)

Default value: 0

Saved in: **General.OptionsFileName**

Mesh.CharacteristicLengthFromPoints

Compute mesh element sizes from values given at geometry points

Default value: 1

Saved in: **General.OptionsFileName**

Mesh.Clip

Enable clipping planes? (Plane[i]= 2^i , i=0,...,5)

Default value: 0

Saved in: -

Mesh.ColorCarousel

Mesh coloring (0: by element type, 1: by elementary entity, 2: by physical entity, 3: by partition)

Default value: 1

Saved in: **General.OptionsFileName**

Mesh.CompoundClassify

How are surface mesh elements classified on compounds? (0: on the new discrete entity, 1: on the original geometrical entity)

Default value: 1

Saved in: **General.OptionsFileName**

Mesh.CpuTime

CPU time (in seconds) for the generation of the current mesh (read-only)

Default value: 0

Saved in: -

Mesh.DrawSkinOnly

Draw only the skin of 3D meshes?

Default value: 0

Saved in: **General.OptionsFileName**

Mesh.Dual

Display the dual mesh obtained by barycentric subdivision

Default value: 0

Saved in: **General.OptionsFileName**

Mesh.ElementOrder

Element order (1: first order elements)

Default value: 1

Saved in: **General.OptionsFileName**

Mesh.Explode

Element shrinking factor (between 0 and 1)

Default value: 1

Saved in: **General.OptionsFileName**

Mesh.FlexibleTransfinite

Allow transfinite constraints to be modified for Blossom or by global mesh size factor

Default value: 0

Saved in: **General.OptionsFileName**

Mesh.NewtonConvergenceTestXYZ

Force inverse surface mapping algorithm (Newton-Raphson) to converge in real coordinates (experimental)

Default value: 0

Saved in: **General.OptionsFileName**

Mesh.Format

Mesh output format (1: msh, 2: unv, 10: auto, 16: vtk, 19: vrml, 21: mail, 26: pos stat, 27: stl, 28: p3d, 30: mesh, 31: bdf, 32: cgns, 33: med, 34: diff, 38: ir3, 39: inp, 40: ply2, 41: celum, 42: su2, 47: tochnog, 49: neu, 50: matlab)

Default value: 10

Saved in: **General.OptionsFileName**

Mesh.Hexahedra

Display mesh hexahedra?

Default value: 1

Saved in: **General.OptionsFileName**

Mesh.HighOrderIterMax

Maximum number of iterations in high-order optimization pass

Default value: 100

Saved in: **General.OptionsFileName**

Mesh.HighOrderNumLayers

Number of layers around a problematic element to consider for high-order optimization

Default value: 6

Saved in: **General.OptionsFileName**

Mesh.HighOrderOptimize

Optimize high-order meshes? (-1: elastic smoothing, 1: optimization, 2: both)

Default value: 0

Saved in: **General.OptionsFileName**

Mesh.HighOrderPassMax

Maximum number of high-order optimization passes (moving barrier)

Default value: 25

Saved in: **General.OptionsFileName**

Mesh.HighOrderPeriodic

Correct high-order optimization for periodic connections?

Default value: 0

Saved in: **General.OptionsFileName**

Mesh.HighOrderPoissonRatio

Poisson ratio of the material used in the elastic smoother for high-order meshes (between -1.0 and 0.5, excluded)

Default value: 0.33

Saved in: **General.OptionsFileName**

Mesh.HighOrderPrimSurfMesh

Try to fix flipped surface mesh elements in high-order optimizer?

Default value: 0

Saved in: **General.OptionsFileName**

Mesh.HighOrderDistCAD

Try to optimize distance to CAD in high-order optimizer?

Default value: 0

Saved in: **General.OptionsFileName**

Mesh.HighOrderThresholdMin

Minimum threshold for high-order element optimization

Default value: 0.1

Saved in: **General.OptionsFileName**

Mesh.HighOrderThresholdMax

Maximum threshold for high-order element optimization

Default value: 2

Saved in: **General.OptionsFileName**

Mesh.LabelSampling

Label sampling rate (display one label every 'LabelSampling' elements)

Default value: 1

Saved in: **General.OptionsFileName**

Mesh.LabelType

Type of element label (0: element number, 1: elementary entity number, 2: physical entity number, 3: partition number, 4: coordinates)

Default value: 0

Saved in: **General.OptionsFileName**

Mesh.LcIntegrationPrecision

Accuracy of evaluation of the LC field for 1D mesh generation

Default value: **1e-09**

Saved in: **General.OptionsFileName**

Mesh.Light

Enable lighting for the mesh

Default value: 1

Saved in: **General.OptionsFileName**

Mesh.LightLines

Enable lighting for mesh edges (0: no, 1: surfaces, 2: surfaces+volumes)

Default value: 2

Saved in: **General.OptionsFileName**

Mesh.LightTwoSide

Light both sides of surfaces (leads to slower rendering)

Default value: 1

Saved in: **General.OptionsFileName**

Mesh.Lines

Display mesh lines (1D elements)?

Default value: 0

Saved in: **General.OptionsFileName**

Mesh.LineNumbers

Display mesh line numbers?

Default value: 0

Saved in: **General.OptionsFileName**

Mesh.LineWidth

Display width of mesh lines (in pixels)

Default value: 1

Saved in: **General.OptionsFileName**

Mesh.MaxNumThreads1D

Maximum number of threads for 1D meshing (0: use default)

Default value: 0

Saved in: **General.OptionsFileName**

Mesh.MaxNumThreads2D

Maximum number of threads for 2D meshing (0: use default)

Default value: 0

Saved in: **General.OptionsFileName**

Mesh.MaxNumThreads3D

Maximum number of threads for 3D meshing (0: use default)

Default value: 0

Saved in: `General.OptionsFileName`

Mesh.MeshOnlyVisible

Mesh only visible entities (experimental: use with caution!)

Default value: 0

Saved in: `General.OptionsFileName`

Mesh.MetisAlgorithm

METIS partitioning algorithm 'ptype' (1: Recursive, 2: K-way)

Default value: 1

Saved in: `General.OptionsFileName`

Mesh.MetisEdgeMatching

METIS edge matching type 'ctype' (1: Random, 2: Sorted Heavy-Edge)

Default value: 2

Saved in: `General.OptionsFileName`

Mesh.MetisMaxLoadImbalance

METIS maximum load imbalance 'ufactor' (-1: default, i.e. 30 for K-way and 1 for Recursive)

Default value: -1

Saved in: `General.OptionsFileName`

Mesh.MetisObjective

METIS objective type 'objtype' (1: min. edge-cut, 2: min. communication volume)

Default value: 1

Saved in: `General.OptionsFileName`

Mesh.MetisMinConn

METIS minimize maximum connectivity of partitions 'minconn' (-1: default)

Default value: -1

Saved in: `General.OptionsFileName`

Mesh.MetisRefinementAlgorithm

METIS algorithm for k-way refinement 'rtype' (1: FM-based cut, 2: Greedy, 3: Two-sided node FM, 4: One-sided node FM)

Default value: 2

Saved in: `General.OptionsFileName`

Mesh.MinimumCirclePoints

Minimum number of nodes used to mesh a circle (and number of nodes per 2 * Pi radians when the mesh size of adapted to the curvature)

Default value: 7

Saved in: `General.OptionsFileName`

Mesh.MinimumCurvePoints

Minimum number of points used to mesh a (non-straight) curve

Default value: 3

Saved in: `General.OptionsFileName`

Mesh.MshFileVersion

Version of the MSH file format to use

Default value: 4.1

Saved in: **General.OptionsFileName**

Mesh.MedFileMinorVersion

Minor version of the MED file format to use (-1: use minor version of the MED library)

Default value: -1

Saved in: **General.OptionsFileName**

Mesh.MedImportGroupsOfNodes

Import groups of nodes (0: no; 1: create geometrical point for each node)?

Default value: 0

Saved in: **General.OptionsFileName**

Mesh.MedSingleModel

Import MED meshes in the current model, even if several MED mesh names exist

Default value: 0

Saved in: **General.OptionsFileName**

Mesh.PartitionHexWeight

Weight of hexahedral element for METIS load balancing (-1: automatic)

Default value: -1

Saved in: **General.OptionsFileName**

Mesh.PartitionLineWeight

Weight of line element for METIS load balancing (-1: automatic)

Default value: -1

Saved in: **General.OptionsFileName**

Mesh.PartitionPrismWeight

Weight of prismatic element (wedge) for METIS load balancing (-1: automatic)

Default value: -1

Saved in: **General.OptionsFileName**

Mesh.PartitionPyramidWeight

Weight of pyramidal element for METIS load balancing (-1: automatic)

Default value: -1

Saved in: **General.OptionsFileName**

Mesh.PartitionQuadWeight

Weight of quadrangle for METIS load balancing (-1: automatic)

Default value: -1

Saved in: **General.OptionsFileName**

Mesh.PartitionTrihedronWeight

Weight of trihedron element for METIS load balancing (-1: automatic)

Default value: 0

Saved in: **General.OptionsFileName**

Mesh.PartitionTetWeight
Weight of tetrahedral element for METIS load balancing (-1: automatic)
Default value: -1
Saved in: **General.OptionsFileName**

Mesh.PartitionTriWeight
Weight of triangle element for METIS load balancing (-1: automatic)
Default value: -1
Saved in: **General.OptionsFileName**

Mesh.PartitionCreateTopology
Create boundary representation of partitions
Default value: 1
Saved in: **General.OptionsFileName**

Mesh.PartitionCreatePhysicals
Create physical groups for partitions, based on existing physical groups
Default value: 1
Saved in: **General.OptionsFileName**

Mesh.PartitionCreateGhostCells
Create ghost cells, i.e. create for each partition a ghost entity containing elements connected to neighboring partitions by at least one node.
Default value: 0
Saved in: **General.OptionsFileName**

Mesh.PartitionSplitMeshFiles
Write one file for each mesh partition
Default value: 0
Saved in: **General.OptionsFileName**

Mesh.PartitionTopologyFile
Write a .pro file with the partition topology
Default value: 0
Saved in: **General.OptionsFileName**

Mesh.PartitionOldStyleMsh2
Write partitioned meshes in MSH2 format using old style (i.e. by not referencing new partitioned entities, except on partition boundaries), for backward compatibility
Default value: 1
Saved in: **General.OptionsFileName**

Mesh.NbHexahedra
Number of hexahedra in the current mesh (read-only)
Default value: 0
Saved in: -

Mesh.NbNodes
Number of nodes in the current mesh (read-only)
Default value: 0
Saved in: -

Mesh.NbPartitions

Number of partitions
Default value: 0
Saved in: **General.OptionsFileName**

Mesh.NbPrisms

Number of prisms in the current mesh (read-only)
Default value: 0
Saved in: -

Mesh.NbPyramids

Number of pyramids in the current mesh (read-only)
Default value: 0
Saved in: -

Mesh.NbTrihedra

Number of trihedra in the current mesh (read-only)
Default value: 0
Saved in: -

Mesh.NbQuadrangles

Number of quadrangles in the current mesh (read-only)
Default value: 0
Saved in: -

Mesh.NbTetrahedra

Number of tetrahedra in the current mesh (read-only)
Default value: 0
Saved in: -

Mesh.NbTriangles

Number of triangles in the current mesh (read-only)
Default value: 0
Saved in: -

Mesh.Normals

Display size of normal vectors (in pixels)
Default value: 0
Saved in: **General.OptionsFileName**

Mesh.NumSubEdges

Number of edge subdivisions when displaying high-order elements
Default value: 2
Saved in: **General.OptionsFileName**

Mesh.Optimize

Optimize the mesh to improve the quality of tetrahedral elements
Default value: 1
Saved in: **General.OptionsFileName**

Mesh.OptimizeThreshold

Optimize tetrahedra that have a quality below ...

Default value: 0.3

Saved in: **General.OptionsFileName**

Mesh.OptimizeNetgen

Optimize the mesh using Netgen to improve the quality of tetrahedral elements

Default value: 0

Saved in: **General.OptionsFileName**

Mesh.Points

Display mesh nodes (vertices)?

Default value: 0

Saved in: **General.OptionsFileName**

Mesh.PointNumbers

Display mesh node numbers?

Default value: 0

Saved in: **General.OptionsFileName**

Mesh.PointSize

Display size of mesh nodes (in pixels)

Default value: 4

Saved in: **General.OptionsFileName**

Mesh.PointType

Display mesh nodes as solid color dots (0) or 3D spheres (1)

Default value: 0

Saved in: **General.OptionsFileName**

Mesh.Prisms

Display mesh prisms?

Default value: 1

Saved in: **General.OptionsFileName**

Mesh.Pyramids

Display mesh pyramids?

Default value: 1

Saved in: **General.OptionsFileName**

Mesh.Trihedra

Display mesh trihedra?

Default value: 1

Saved in: **General.OptionsFileName**

Mesh.Quadrangles

Display mesh quadrangles?

Default value: 1

Saved in: **General.OptionsFileName**

Mesh.QualityInf

Only display elements whose quality measure is greater than QualityInf

Default value: 0

Saved in: `General.OptionsFileName`

Mesh.QualitySup

Only display elements whose quality measure is smaller than QualitySup

Default value: 0

Saved in: `General.OptionsFileName`

Mesh.QualityType

Type of quality measure (0: SICN~signed inverse condition number, 1: SIGE~signed inverse gradient error, 2: $\gamma \sim \text{vol}/\text{sum_face}/\text{max_edge}$, 3: Disto~ $\min J/\max J$)

Default value: 2

Saved in: `General.OptionsFileName`

Mesh.RadiusInf

Only display elements whose longest edge is greater than RadiusInf

Default value: 0

Saved in: `General.OptionsFileName`

Mesh.RadiusSup

Only display elements whose longest edge is smaller than RadiusSup

Default value: 0

Saved in: `General.OptionsFileName`

Mesh.RandomFactor

Random factor used in the 2D meshing algorithm (should be increased if $\text{RandomFactor} * \text{size}(\text{triangle})/\text{size}(\text{model})$ approaches machine accuracy)

Default value: $1\text{e-}09$

Saved in: `General.OptionsFileName`

Mesh.RandomFactor3D

Random factor used in the 3D meshing algorithm

Default value: $1\text{e-}12$

Saved in: `General.OptionsFileName`

Mesh.PreserveNumberingMsh2

Preserve element numbering in MSH2 format (will break meshes with multiple physical groups for a single elementary entity)

Default value: 0

Saved in: `General.OptionsFileName`

Mesh.IgnorePeriodicity

Ignore alignment of periodic boundaries when reading the mesh in MSH2 format (used by ParaView plugin)

Default value: 0

Saved in: `General.OptionsFileName`

Mesh.RecombinationAlgorithm

Mesh recombination algorithm (0: simple, 1: blossom, 2: simple full-quad, 3: blossom full-quad)

Default value: 1
Saved in: `General.OptionsFileName`

`Mesh.RecombineAll`

Apply recombination algorithm to all surfaces, ignoring per-surface spec
Default value: 0
Saved in: `General.OptionsFileName`

`Mesh.RecombineOptimizeTopology`

Number of topological optimization passes (removal of diamonds, ...) of recombined surface meshes
Default value: 5
Saved in: `General.OptionsFileName`

`Mesh.Recombine3DAll`

Apply recombination3D algorithm to all volumes, ignoring per-volume spec
Default value: 0
Saved in: `General.OptionsFileName`

`Mesh.Recombine3DLevel`

3d recombination level (0: hex, 1: hex+prisms, 2: hex+prism+pyramids)
Default value: 0
Saved in: `General.OptionsFileName`

`Mesh.Recombine3DConformity`

3d recombination conformity type (0: nonconforming, 1: trihedra, 2: pyramids+trihedra, 3:pyramids+hexSplit+trihedra, 4:hexSplit+trihedra)
Default value: 0
Saved in: `General.OptionsFileName`

`Mesh.RefineSteps`

Number of refinement steps in the MeshAdapt-based 2D algorithms
Default value: 10
Saved in: `General.OptionsFileName`

`Mesh.Renumber`

Renumber nodes and elements in a continuous sequence after mesh generation
Default value: 1
Saved in: `General.OptionsFileName`

`Mesh.SaveAll`

Save all elements, even if they don't belong to physical groups
Default value: 0
Saved in: -

`Mesh.SaveElementTagType`

Type of the element tag saved in mesh formats that don't support saving physical or partition ids (1: elementary, 2: physical, 3: partition)
Default value: 1
Saved in: `General.OptionsFileName`

Mesh.SaveTopology

Save model topology in MSH2 output files (this is always saved in MSH3)

Default value: 0

Saved in: **General.OptionsFileName**

Mesh.SaveParametric

Save parametric coordinates of nodes

Default value: 0

Saved in: **General.OptionsFileName**

Mesh.SaveGroupsOfNodes

Save groups of nodes for each physical line and surface (for UNV, INP and Tochnog mesh formats)

Default value: 0

Saved in: **General.OptionsFileName**

Mesh.ScalingFactor

Global scaling factor applied to the saved mesh

Default value: 1

Saved in: **General.OptionsFileName**

Mesh.SecondOrderExperimental

Use experimental code to generate second order mesh

Default value: 0

Saved in: **General.OptionsFileName**

Mesh.SecondOrderIncomplete

Create incomplete second order elements? (8-node quads, 20-node hexas, etc.)

Default value: 0

Saved in: **General.OptionsFileName**

Mesh.SecondOrderLinear

Should second order nodes (as well as nodes generated with subdivision algorithms) simply be created by linear interpolation?

Default value: 0

Saved in: **General.OptionsFileName**

Mesh.Smoothing

Number of smoothing steps applied to the final mesh

Default value: 1

Saved in: **General.OptionsFileName**

Mesh.SmoothCrossField

Apply n barycentric smoothing passes to the 3D cross field

Default value: 0

Saved in: **General.OptionsFileName**

Mesh.CrossFieldClosestPoint

Use closest point to compute 2D crossfield

Default value: 1

Saved in: **General.OptionsFileName**

Mesh.SmoothNormals

Smooth the mesh normals?
Default value: 0
Saved in: **General.OptionsFileName**

Mesh.SmoothRatio

Ratio between mesh sizes at nodes of a same edge (used in BAMG)
Default value: 1.8
Saved in: **General.OptionsFileName**

Mesh.StlOneSolidPerSurface

Create one solid per surface when exporting STL files? (0: single solid, 1: one solid per face, 2: one solid per physical surface)
Default value: 0
Saved in: **General.OptionsFileName**

Mesh.StlRemoveDuplicateTriangles

Remove duplicate triangles when importing STL files?
Default value: 0
Saved in: **General.OptionsFileName**

Mesh.SubdivisionAlgorithm

Mesh subdivision algorithm (0: none, 1: all quadrangles, 2: all hexahedra)
Default value: 0
Saved in: **General.OptionsFileName**

Mesh.SurfaceEdges

Display edges of surface mesh?
Default value: 1
Saved in: **General.OptionsFileName**

Mesh.SurfaceFaces

Display faces of surface mesh?
Default value: 0
Saved in: **General.OptionsFileName**

Mesh.SurfaceNumbers

Display surface mesh element numbers?
Default value: 0
Saved in: **General.OptionsFileName**

Mesh.SwitchElementTags

Invert elementary and physical tags when reading the mesh
Default value: 0
Saved in: **General.OptionsFileName**

Mesh.Tangents

Display size of tangent vectors (in pixels)
Default value: 0
Saved in: **General.OptionsFileName**

Mesh.Tetrahedra

Display mesh tetrahedra?

Default value: 1

Saved in: `General.OptionsFileName`

Mesh.ToleranceEdgeLength

Skip a model edge in mesh generation if its length is less than user's defined tolerance

Default value: 0

Saved in: `General.OptionsFileName`

Mesh.ToleranceInitialDelaunay

Tolerance for initial 3D Delaunay mesher

Default value: `1e-08`

Saved in: `General.OptionsFileName`

Mesh.Triangles

Display mesh triangles?

Default value: 1

Saved in: `General.OptionsFileName`

Mesh.UnvStrictFormat

Use strict format specification for UNV files, with 'D' for exponents (instead of 'E' as used by some tools)

Default value: 1

Saved in: `General.OptionsFileName`

Mesh.VolumeEdges

Display edges of volume mesh?

Default value: 1

Saved in: `General.OptionsFileName`

Mesh.VolumeFaces

Display faces of volume mesh?

Default value: 0

Saved in: `General.OptionsFileName`

Mesh.VolumeNumbers

Display volume mesh element numbers?

Default value: 0

Saved in: `General.OptionsFileName`

Mesh.Voronoi

Display the voronoi diagram

Default value: 0

Saved in: `General.OptionsFileName`

Mesh.ZoneDefinition

Method for defining a zone (0: single zone, 1: by partition, 2: by physical)

Default value: 0

Saved in: `General.OptionsFileName`

Mesh.Color.Points

Mesh node color

Default value: {0,0,255}

Saved in: **General.OptionsFileName****Mesh.Color.PointsSup**

Second order mesh node color

Default value: {255,0,255}

Saved in: **General.OptionsFileName****Mesh.Color.Lines**

Mesh line color

Default value: {0,0,0}

Saved in: **General.OptionsFileName****Mesh.Color.Triangles**

Mesh triangle color (if Mesh.ColorCarousel=0)

Default value: {160,150,255}

Saved in: **General.OptionsFileName****Mesh.Color.Quadrangles**

Mesh quadrangle color (if Mesh.ColorCarousel=0)

Default value: {130,120,225}

Saved in: **General.OptionsFileName****Mesh.Color.Tetrahedra**

Mesh tetrahedron color (if Mesh.ColorCarousel=0)

Default value: {160,150,255}

Saved in: **General.OptionsFileName****Mesh.Color.Hexahedra**

Mesh hexahedron color (if Mesh.ColorCarousel=0)

Default value: {130,120,225}

Saved in: **General.OptionsFileName****Mesh.Color.Prisms**

Mesh prism color (if Mesh.ColorCarousel=0)

Default value: {232,210,23}

Saved in: **General.OptionsFileName****Mesh.Color.Pyramids**

Mesh pyramid color (if Mesh.ColorCarousel=0)

Default value: {217,113,38}

Saved in: **General.OptionsFileName****Mesh.Color.Trihedra**

Mesh trihedron color (if Mesh.ColorCarousel=0)

Default value: {20,255,0}

Saved in: **General.OptionsFileName**

Mesh.Color.Tangents

Tangent mesh vector color

Default value: {255,255,0}

Saved in: General.OptionsFileName

Mesh.Color.Normals

Normal mesh vector color

Default value: {255,0,0}

Saved in: General.OptionsFileName

Mesh.Color.Zero

Color 0 in color carousel

Default value: {255,120,0}

Saved in: General.OptionsFileName

Mesh.Color.One

Color 1 in color carousel

Default value: {0,255,132}

Saved in: General.OptionsFileName

Mesh.Color.Two

Color 2 in color carousel

Default value: {255,160,0}

Saved in: General.OptionsFileName

Mesh.Color.Three

Color 3 in color carousel

Default value: {0,255,192}

Saved in: General.OptionsFileName

Mesh.Color.Four

Color 4 in color carousel

Default value: {255,200,0}

Saved in: General.OptionsFileName

Mesh.Color.Five

Color 5 in color carousel

Default value: {0,216,255}

Saved in: General.OptionsFileName

Mesh.Color.Six

Color 6 in color carousel

Default value: {255,240,0}

Saved in: General.OptionsFileName

Mesh.Color.Seven

Color 7 in color carousel

Default value: {0,176,255}

Saved in: General.OptionsFileName

Mesh.Color.Eight
Color 8 in color carousel
Default value: {228,255,0}
Saved in: **General.OptionsFileName**

Mesh.Color.Nine
Color 9 in color carousel
Default value: {0,116,255}
Saved in: **General.OptionsFileName**

Mesh.Color.Ten
Color 10 in color carousel
Default value: {188,255,0}
Saved in: **General.OptionsFileName**

Mesh.Color.Eleven
Color 11 in color carousel
Default value: {0,76,255}
Saved in: **General.OptionsFileName**

Mesh.Color.Twelve
Color 12 in color carousel
Default value: {148,255,0}
Saved in: **General.OptionsFileName**

Mesh.Color.Thirteen
Color 13 in color carousel
Default value: {24,0,255}
Saved in: **General.OptionsFileName**

Mesh.Color.Fourteen
Color 14 in color carousel
Default value: {108,255,0}
Saved in: **General.OptionsFileName**

Mesh.Color.Fifteen
Color 15 in color carousel
Default value: {84,0,255}
Saved in: **General.OptionsFileName**

Mesh.Color.Sixteen
Color 16 in color carousel
Default value: {68,255,0}
Saved in: **General.OptionsFileName**

Mesh.Color.Seventeen
Color 17 in color carousel
Default value: {104,0,255}
Saved in: **General.OptionsFileName**

Mesh.Color.Eighteen
Color 18 in color carousel
Default value: {0,255,52}
Saved in: **General.OptionsFileName**

Mesh.Color.Nineteen
Color 19 in color carousel
Default value: {184,0,255}
Saved in: **General.OptionsFileName**

B.4 Solver options list

Solver.Executable0
System command to launch solver 0
Default value: ""
Saved in: **General.SessionFileName**

Solver.Executable1
System command to launch solver 1
Default value: ""
Saved in: **General.SessionFileName**

Solver.Executable2
System command to launch solver 2
Default value: ""
Saved in: **General.SessionFileName**

Solver.Executable3
System command to launch solver 3
Default value: ""
Saved in: **General.SessionFileName**

Solver.Executable4
System command to launch solver 4
Default value: ""
Saved in: **General.SessionFileName**

Solver.Executable5
System command to launch solver 5
Default value: ""
Saved in: **General.SessionFileName**

Solver.Executable6
System command to launch solver 6
Default value: ""
Saved in: **General.SessionFileName**

Solver.Executable7
System command to launch solver 7
Default value: ""
Saved in: **General.SessionFileName**

`Solver.Executable8`
System command to launch solver 8
Default value: ""
Saved in: `General.SessionFileName`

`Solver.Executable9`
System command to launch solver 9
Default value: ""
Saved in: `General.SessionFileName`

`Solver.Name0`
Name of solver 0
Default value: "GetDP"
Saved in: `General.SessionFileName`

`Solver.Name1`
Name of solver 1
Default value: ""
Saved in: `General.SessionFileName`

`Solver.Name2`
Name of solver 2
Default value: ""
Saved in: `General.SessionFileName`

`Solver.Name3`
Name of solver 3
Default value: ""
Saved in: `General.SessionFileName`

`Solver.Name4`
Name of solver 4
Default value: ""
Saved in: `General.SessionFileName`

`Solver.Name5`
Name of solver 5
Default value: ""
Saved in: `General.SessionFileName`

`Solver.Name6`
Name of solver 6
Default value: ""
Saved in: `General.SessionFileName`

`Solver.Name7`
Name of solver 7
Default value: ""
Saved in: `General.SessionFileName`

`Solver.Name8`
Name of solver 8
Default value: ""
Saved in: `General.SessionFileName`

`Solver.Name9`
Name of solver 9
Default value: ""
Saved in: `General.SessionFileName`

`Solver.Extension0`
File extension for solver 0
Default value: ".pro"
Saved in: `General.SessionFileName`

`Solver.Extension1`
File extension for solver 1
Default value: ""
Saved in: `General.SessionFileName`

`Solver.Extension2`
File extension for solver 2
Default value: ""
Saved in: `General.SessionFileName`

`Solver.Extension3`
File extension for solver 3
Default value: ""
Saved in: `General.SessionFileName`

`Solver.Extension4`
File extension for solver 4
Default value: ""
Saved in: `General.SessionFileName`

`Solver.Extension5`
File extension for solver 5
Default value: ""
Saved in: `General.SessionFileName`

`Solver.Extension6`
File extension for solver 6
Default value: ""
Saved in: `General.SessionFileName`

`Solver.Extension7`
File extension for solver 7
Default value: ""
Saved in: `General.SessionFileName`

Solver.Extension8

File extension for solver 8
Default value: ""
Saved in: `General.SessionFileName`

Solver.Extension9

File extension for solver 9
Default value: ""
Saved in: `General.SessionFileName`

Solver.OctaveInterpreter

Name of the Octave interpreter (used to run .m files)
Default value: "octave"
Saved in: `General.SessionFileName`

Solver.PythonInterpreter

Name of the Python interpreter (used to run .py files if they are not executable)
Default value: "python"
Saved in: `General.SessionFileName`

Solver.RemoteLogin0

Command to login to a remote host to launch solver 0
Default value: ""
Saved in: `General.SessionFileName`

Solver.RemoteLogin1

Command to login to a remote host to launch solver 1
Default value: ""
Saved in: `General.SessionFileName`

Solver.RemoteLogin2

Command to login to a remote host to launch solver 2
Default value: ""
Saved in: `General.SessionFileName`

Solver.RemoteLogin3

Command to login to a remote host to launch solver 3
Default value: ""
Saved in: `General.SessionFileName`

Solver.RemoteLogin4

Command to login to a remote host to launch solver 4
Default value: ""
Saved in: `General.SessionFileName`

Solver.RemoteLogin5

Command to login to a remote host to launch solver 5
Default value: ""
Saved in: `General.SessionFileName`

Solver.RemoteLogin6

Command to login to a remote host to launch solver 6

Default value: ""

Saved in: **General.SessionFileName**

Solver.RemoteLogin7

Command to login to a remote host to launch solver 7

Default value: ""

Saved in: **General.SessionFileName**

Solver.RemoteLogin8

Command to login to a remote host to launch solver 8

Default value: ""

Saved in: **General.SessionFileName**

Solver.RemoteLogin9

Command to login to a remote host to launch solver 9

Default value: ""

Saved in: **General.SessionFileName**

Solver.SocketName

Base name of socket (UNIX socket if the name does not contain a colon, TCP/IP otherwise, in the form 'host:baseport'; the actual name/port is constructed by appending the unique client id. If baseport is 0 or is not provided, the port is chosen automatically (recommended))

Default value: ".gmshsock"

Saved in: **General.OptionsFileName**

Solver.AlwaysListen

Always listen to incoming connection requests?

Default value: 0

Saved in: **General.OptionsFileName**

Solver.AutoArchiveOutputFiles

Automatically archive output files after each computation

Default value: 0

Saved in: **General.OptionsFileName**

Solver.AutoCheck

Automatically check model every time a parameter is changed

Default value: 1

Saved in: **General.OptionsFileName**

Solver.AutoLoadDatabase

Automatically load the ONELAB database when launching a solver

Default value: 0

Saved in: **General.OptionsFileName**

Solver.AutoSaveDatabase

Automatically save the ONELAB database after each computation

Default value: 1

Saved in: **General.OptionsFileName**

Solver.AutoMesh

Automatically mesh (0: never; 1: if geometry changed, but use existing mesh on disk if available; 2: if geometry changed; -1: the geometry script creates the mesh)

Default value: 2

Saved in: `General.OptionsFileName`

Solver.AutoMergeFile

Automatically merge result files

Default value: 1

Saved in: `General.OptionsFileName`

Solver.AutoShowViews

Automatically show newly merged results (0: none; 1: all; 2: last one)

Default value: 2

Saved in: `General.OptionsFileName`

Solver.AutoShowLastStep

Automatically show the last step in newly merged results, if there are more than 2 steps

Default value: 1

Saved in: `General.OptionsFileName`

Solver.Plugins

Enable default solver plugins?

Default value: 0

Saved in: `General.OptionsFileName`

Solver.ShowInvisibleParameters

Show all parameters, even those marked invisible

Default value: 0

Saved in: `General.OptionsFileName`

Solver.Timeout

Time (in seconds) before closing the socket if no connection is happening

Default value: 5

Saved in: `General.OptionsFileName`

B.5 Post-processing options list

PostProcessing.DoubleClickedGraphPointCommand

Command parsed when double-clicking on a graph data point (e.g. `Merge Sprintf('file_%g.pos', PostProcessing.GraphPointX);`)

Default value: ""

Saved in: `General.OptionsFileName`

PostProcessing.GraphPointCommand

Synonym for 'DoubleClickGraphPointCommand'

Default value: ""

Saved in: `General.OptionsFileName`

PostProcessing.AnimationDelay
Delay (in seconds) between frames in automatic animation mode
Default value: 0.1
Saved in: **General.OptionsFileName**

PostProcessing.AnimationCycle
Cycle through time steps (0) or views (1) for animations
Default value: 0
Saved in: **General.OptionsFileName**

PostProcessing.AnimationStep
Step increment for animations
Default value: 1
Saved in: **General.OptionsFileName**

PostProcessing.CombineRemoveOriginal
Remove original views after a Combine operation
Default value: 1
Saved in: **General.OptionsFileName**

PostProcessing.DoubleClickedGraphPointX
Abscissa of last double-clicked graph point
Default value: 0
Saved in: -

PostProcessing.DoubleClickedGraphPointY
Ordinate of last double-clicked graph point
Default value: 0
Saved in: -

PostProcessing.DoubleClickedView
Index of last double-clicked view
Default value: 0
Saved in: -

PostProcessing.ForceElementData
Try to force saving datasets as **ElementData**
Default value: 0
Saved in: **General.OptionsFileName**

PostProcessing.ForceNodeData
Try to force saving datasets as **NodeData**
Default value: 0
Saved in: **General.OptionsFileName**

PostProcessing.Format
Default file format for post-processing views (0: ASCII view, 1: binary view, 2: parsed view, 3: STL triangulation, 4: raw text, 5: Gmsh mesh, 6: MED file, 10: automatic)
Default value: 10
Saved in: **General.OptionsFileName**

PostProcessing.GraphPointX

Synonym for 'DoubleClickedGraphPointX'

Default value: 0

Saved in: -

PostProcessing.GraphPointY

Synonym for 'DoubleClickedGraphPointY'

Default value: 0

Saved in: -

PostProcessing.HorizontalScales

Display value scales horizontally

Default value: 1

Saved in: **General.OptionsFileName****PostProcessing.Link**

Post-processing view links (0: apply next option changes to selected views, 1: force same options for all selected views)

Default value: 0

Saved in: **General.OptionsFileName****PostProcessing.NbViews**

Current number of views merged (read-only)

Default value: 0

Saved in: -

PostProcessing.Plugins

Enable default post-processing plugins?

Default value: 1

Saved in: **General.OptionsFileName****PostProcessing.SaveInterpolationMatrices**

Save the interpolation matrices when exporting model-based data

Default value: 1

Saved in: **General.OptionsFileName****PostProcessing.SaveMesh**

Save the mesh when exporting model-based data

Default value: 1

Saved in: **General.OptionsFileName****PostProcessing.Smoothing**

Apply (non-reversible) smoothing to post-processing view when merged

Default value: 0

Saved in: **General.OptionsFileName****View.Attributes**

Optional string attributes

Default value: ""

Saved in: **General.OptionsFileName**

View.AxesFormatX

Number format for X-axis (in standard C form)

Default value: "%.3g"

Saved in: **General.OptionsFileName**

View.AxesFormatY

Number format for Y-axis (in standard C form)

Default value: "%.3g"

Saved in: **General.OptionsFileName**

View.AxesFormatZ

Number format for Z-axis (in standard C form)

Default value: "%.3g"

Saved in: **General.OptionsFileName**

View.AxesLabelX

X-axis label

Default value: ""

Saved in: **General.OptionsFileName**

View.AxesLabelY

Y-axis label

Default value: ""

Saved in: **General.OptionsFileName**

View.AxesLabelZ

Z-axis label

Default value: ""

Saved in: **General.OptionsFileName**

View.DoubleClickedCommand

Command parsed when double-clicking on the view

Default value: ""

Saved in: **General.OptionsFileName**

View.FileName

Default post-processing view file name

Default value: ""

Saved in: -

View.Format

Number format (in standard C form)

Default value: "%.3g"

Saved in: **General.OptionsFileName**

View.GeneralizedRaiseX

Generalized elevation of the view along X-axis (in model coordinates, using formula possibly containing x, y, z, s[tep], t[ime], v0, ... v8)

Default value: "v0"

Saved in: **General.OptionsFileName**

View.GeneralizedRaiseY

Generalized elevation of the view along Y-axis (in model coordinates, using formula possibly containing x, y, z, s[tep], t[ime], v0, ... v8)

Default value: "v1"

Saved in: `General.OptionsFileName`

View.GeneralizedRaiseZ

Generalized elevation of the view along Z-axis (in model coordinates, using formula possibly containing x, y, z, s[tep], t[ime], v0, ... v8)

Default value: "v2"

Saved in: `General.OptionsFileName`

View.Group

Group to which this view belongs

Default value: ""

Saved in: `General.OptionsFileName`

View.Name

Default post-processing view name

Default value: ""

Saved in: -

View.Stipple0

First stippling pattern

Default value: "1*0x1F1F"

Saved in: `General.OptionsFileName`

View.Stipple1

Second stippling pattern

Default value: "1*0x3333"

Saved in: `General.OptionsFileName`

View.Stipple2

Third stippling pattern

Default value: "1*0x087F"

Saved in: `General.OptionsFileName`

View.Stipple3

Fourth stippling pattern

Default value: "1*0xCCCC"

Saved in: `General.OptionsFileName`

View.Stipple4

Fifth stippling pattern

Default value: "2*0x1111"

Saved in: `General.OptionsFileName`

View.Stipple5

Sixth stippling pattern

Default value: "2*0x0F0F"

Saved in: `General.OptionsFileName`

View.Stipple6

Seventh stippling pattern
Default value: "1*0xCFFF"
Saved in: `General.OptionsFileName`

View.Stipple7

Eighth stippling pattern
Default value: "2*0x0202"
Saved in: `General.OptionsFileName`

View.Stipple8

Ninth stippling pattern
Default value: "2*0x087F"
Saved in: `General.OptionsFileName`

View.Stipple9

Tenth stippling pattern
Default value: "1*0xFFFF"
Saved in: `General.OptionsFileName`

View.AbscissaRangeType

Abcissa scale range type (1: default, 2: custom)
Default value: 1
Saved in: `General.OptionsFileName`

View.AdaptVisualizationGrid

Use adaptive visualization grid (for high-order elements)?
Default value: 0
Saved in: `General.OptionsFileName`

View.AngleSmoothNormals

Threshold angle below which normals are not smoothed
Default value: 30
Saved in: `General.OptionsFileName`

View.ArrowSizeMax

Maximum display size of arrows (in pixels)
Default value: 60
Saved in: `General.OptionsFileName`

View.ArrowSizeMin

Minimum display size of arrows (in pixels)
Default value: 0
Saved in: `General.OptionsFileName`

View.AutoPosition

Position the scale or 2D plot automatically (0: manual, 1: automatic, 2: top left, 3: top right, 4: bottom left, 5: bottom right, 6: top, 7: bottom, 8: left, 9: right, 10: full, 11: top third, 12: in model coordinates)
Default value: 1
Saved in: `General.OptionsFileName`

View.Axes

Axes (0: none, 1: simple axes, 2: box, 3: full grid, 4: open grid, 5: ruler)

Default value: 0

Saved in: **General.OptionsFileName**

View.AxesMikado

Mikado axes style

Default value: 0

Saved in: **General.OptionsFileName**

View.AxesAutoPosition

Position the axes automatically

Default value: 1

Saved in: **General.OptionsFileName**

View.AxesMaxX

Maximum X-axis coordinate

Default value: 1

Saved in: **General.OptionsFileName**

View.AxesMaxY

Maximum Y-axis coordinate

Default value: 1

Saved in: **General.OptionsFileName**

View.AxesMaxZ

Maximum Z-axis coordinate

Default value: 1

Saved in: **General.OptionsFileName**

View.AxesMinX

Minimum X-axis coordinate

Default value: 0

Saved in: **General.OptionsFileName**

View.AxesMinY

Minimum Y-axis coordinate

Default value: 0

Saved in: **General.OptionsFileName**

View.AxesMinZ

Minimum Z-axis coordinate

Default value: 0

Saved in: **General.OptionsFileName**

View.AxesTicksX

Number of ticks on the X-axis

Default value: 5

Saved in: **General.OptionsFileName**

View.AxesTicksY

Number of ticks on the Y-axis

Default value: 5

Saved in: `General.OptionsFileName`**View.AxesTicksZ**

Number of ticks on the Z-axis

Default value: 5

Saved in: `General.OptionsFileName`**View.Boundary**

Draw the 'N minus b'-dimensional boundary of the element (N: element dimension, b: option value)

Default value: 0

Saved in: `General.OptionsFileName`**View.CenterGlyphs**

Center glyphs (arrows, numbers, etc.)? (0: left, 1: centered, 2: right)

Default value: 0

Saved in: `General.OptionsFileName`**View.Clip**Enable clipping planes? ($\text{Plane}[i]=2^i$, $i=0,\dots,5$)

Default value: 0

Saved in: -

View.Closed

Close the subtree containing this view

Default value: 0

Saved in: `General.OptionsFileName`**View.ColormapAlpha**Colormap alpha channel value (used only if $\neq 1$)

Default value: 1

Saved in: `General.OptionsFileName`**View.ColormapAlphaPower**

Colormap alpha channel power

Default value: 0

Saved in: `General.OptionsFileName`**View.ColormapBeta**Colormap beta parameter ($\gamma = 1 - \beta$)

Default value: 0

Saved in: `General.OptionsFileName`**View.ColormapBias**

Colormap bias

Default value: 0

Saved in: `General.OptionsFileName`

View.ColormapCurvature

Colormap curvature or slope coefficient

Default value: 0

Saved in: **General.OptionsFileName**

View.ColormapInvert

Invert the color values, i.e., replace x with (255-x) in the colormap?

Default value: 0

Saved in: **General.OptionsFileName**

View.ColormapNumber

Default colormap number (0: black, 1: vis5d, 2: jet, 3: lucie, 4: rainbow, 5: emc2000, 6: incadescent, 7: hot, 8: pink, 9: grayscale, 10: french, 11: hsv, 12: spectrum, 13: bone, 14: spring, 15: summer, 16: autumm, 17: winter, 18: cool, 19: copper, 20: magma, 21: inferno, 22: plasma, 23: viridis)

Default value: 2

Saved in: **General.OptionsFileName**

View.ColormapRotation

Incremental colormap rotation

Default value: 0

Saved in: **General.OptionsFileName**

View.ColormapSwap

Swap the min/max values in the colormap?

Default value: 0

Saved in: **General.OptionsFileName**

View.ComponentMap0

Forced component 0 (if View.ForceComponents > 0)

Default value: 0

Saved in: **General.OptionsFileName**

View.ComponentMap1

Forced component 1 (if View.ForceComponents > 0)

Default value: 1

Saved in: **General.OptionsFileName**

View.ComponentMap2

Forced component 2 (if View.ForceComponents > 0)

Default value: 2

Saved in: **General.OptionsFileName**

View.ComponentMap3

Forced component 3 (if View.ForceComponents > 0)

Default value: 3

Saved in: **General.OptionsFileName**

View.ComponentMap4

Forced component 4 (if View.ForceComponents > 0)

Default value: 4

Saved in: **General.OptionsFileName**

View.ComponentMap5
Forced component 5 (if View.ForceComponents > 0)
Default value: 5
Saved in: **General.OptionsFileName**

View.ComponentMap6
Forced component 6 (if View.ForceComponents > 0)
Default value: 6
Saved in: **General.OptionsFileName**

View.ComponentMap7
Forced component 7 (if View.ForceComponents > 0)
Default value: 7
Saved in: **General.OptionsFileName**

View.ComponentMap8
Forced component 8 (if View.ForceComponents > 0)
Default value: 8
Saved in: **General.OptionsFileName**

View.CustomAbscissaMax
User-defined maximum abscissa value
Default value: 0
Saved in: -

View.CustomAbscissaMin
User-defined minimum abscissa value
Default value: 0
Saved in: -

View.CustomMax
User-defined maximum value to be displayed
Default value: 0
Saved in: -

View.CustomMin
User-defined minimum value to be displayed
Default value: 0
Saved in: -

View.DisplacementFactor
Displacement amplification
Default value: 1
Saved in: **General.OptionsFileName**

View.DrawHexahedra
Display post-processing hexahedra?
Default value: 1
Saved in: **General.OptionsFileName**

View.DrawLines
Display post-processing lines?
Default value: 1
Saved in: `General.OptionsFileName`

View.DrawPoints
Display post-processing points?
Default value: 1
Saved in: `General.OptionsFileName`

View.DrawPrisms
Display post-processing prisms?
Default value: 1
Saved in: `General.OptionsFileName`

View.DrawPyramids
Display post-processing pyramids?
Default value: 1
Saved in: `General.OptionsFileName`

View.DrawTrihedra
Display post-processing trihedra?
Default value: 1
Saved in: `General.OptionsFileName`

View.DrawQuadrangles
Display post-processing quadrangles?
Default value: 1
Saved in: `General.OptionsFileName`

View.DrawScalars
Display scalar values?
Default value: 1
Saved in: `General.OptionsFileName`

View.DrawSkinOnly
Draw only the skin of 3D scalar views?
Default value: 0
Saved in: `General.OptionsFileName`

View.DrawStrings
Display post-processing annotation strings?
Default value: 1
Saved in: `General.OptionsFileName`

View.DrawTensors
Display tensor values?
Default value: 1
Saved in: `General.OptionsFileName`

View.DrawTetrahedra

Display post-processing tetrahedra?
Default value: 1
Saved in: `General.OptionsFileName`

View.DrawTriangles

Display post-processing triangles?
Default value: 1
Saved in: `General.OptionsFileName`

View.DrawVectors

Display vector values?
Default value: 1
Saved in: `General.OptionsFileName`

View.Explode

Element shrinking factor (between 0 and 1)
Default value: 1
Saved in: `General.OptionsFileName`

View.ExternalView

Index of the view used to color vector fields (-1: self)
Default value: -1
Saved in: `General.OptionsFileName`

View.FakeTransparency

Use fake transparency (cheaper than the real thing, but incorrect)
Default value: 0
Saved in: `General.OptionsFileName`

View.ForceNumComponents

Force number of components to display (see `View.ComponentMapN` for mapping)
Default value: 0
Saved in: `General.OptionsFileName`

View.GeneralizedRaiseFactor

Generalized raise amplification factor
Default value: 1
Saved in: `General.OptionsFileName`

View.GeneralizedRaiseView

Index of the view used for generalized raise (-1: self)
Default value: -1
Saved in: `General.OptionsFileName`

View.GlyphLocation

Glyph (arrow, number, etc.) location (1: center of gravity, 2: node)
Default value: 1
Saved in: `General.OptionsFileName`

View.Height

Height (in pixels) of the scale or 2D plot

Default value: 200

Saved in: `General.OptionsFileName`

View.IntervalsType

Type of interval display (1: iso, 2: continuous, 3: discrete, 4: numeric)

Default value: 2

Saved in: `General.OptionsFileName`

View.Light

Enable lighting for the view

Default value: 1

Saved in: `General.OptionsFileName`

View.LightLines

Light element edges

Default value: 1

Saved in: `General.OptionsFileName`

View.LightTwoSide

Light both sides of surfaces (leads to slower rendering)

Default value: 1

Saved in: `General.OptionsFileName`

View.LineType

Display lines as solid color segments (0) or 3D cylinders (1)

Default value: 0

Saved in: `General.OptionsFileName`

View.LineWidth

Display width of lines (in pixels)

Default value: 1

Saved in: `General.OptionsFileName`

View.MaxRecursionLevel

Maximum recursion level for adaptive views

Default value: 0

Saved in: `General.OptionsFileName`

View.Max Maximum value in the view (read-only)

Default value: 0

Saved in: -

View.MaxVisible

Maximum value in the visible parts of the view, taking current time step and tensor display type into account (read-only)

Default value: 0

Saved in: -

View.MaxX

Maximum view coordinate along the X-axis (read-only)
Default value: 0
Saved in: -

View.MaxY

Maximum view coordinate along the Y-axis (read-only)
Default value: 0
Saved in: -

View.MaxZ

Maximum view coordinate along the Z-axis (read-only)
Default value: 0
Saved in: -

View.Min Minimum value in the view (read-only)

Default value: 0
Saved in: -

View.MinVisible

Minimum value in the visible parts of the view, taking current time step and tensor display type into account (read-only)
Default value: 0
Saved in: -

View.MinX

Minimum view coordinate along the X-axis (read-only)
Default value: 0
Saved in: -

View.MinY

Minimum view coordinate along the Y-axis (read-only)
Default value: 0
Saved in: -

View.MinZ

Minimum view coordinate along the Z-axis (read-only)
Default value: 0
Saved in: -

View.NbIso

Number of intervals
Default value: 10
Saved in: `General.OptionsFileName`

View.NbTimeStep

Number of time steps in the view (do not change this!)
Default value: 1
Saved in: -

View.NormalRaise

Elevation of the view along the normal (in model coordinates)
Default value: 0
Saved in: -

ViewNormals

Display size of normal vectors (in pixels)
Default value: 0
Saved in: **General.OptionsFileName**

View.OffsetX

Translation of the view along X-axis (in model coordinates)
Default value: 0
Saved in: -

View.OffsetY

Translation of the view along Y-axis (in model coordinates)
Default value: 0
Saved in: -

View.OffsetZ

Translation of the view along Z-axis (in model coordinates)
Default value: 0
Saved in: -

View.PointSize

Display size of points (in pixels)
Default value: 3
Saved in: **General.OptionsFileName**

View.PointType

Display points as solid color dots (0), 3D spheres (1), scaled dots (2) or scaled spheres (3)
Default value: 0
Saved in: **General.OptionsFileName**

View.PositionX

X position (in pixels) of the scale or 2D plot (< 0: measure from right edge; >= 1e5: centered)
Default value: 100
Saved in: **General.OptionsFileName**

View.PositionY

Y position (in pixels) of the scale or 2D plot (< 0: measure from bottom edge; >= 1e5: centered)
Default value: 50
Saved in: **General.OptionsFileName**

View.RaiseX

Elevation of the view along X-axis (in model coordinates)
Default value: 0
Saved in: -

View.RaiseY

Elevation of the view along Y-axis (in model coordinates)

Default value: 0

Saved in: -

View.RaiseZ

Elevation of the view along Z-axis (in model coordinates)

Default value: 0

Saved in: -

View.RangeType

Value scale range type (1: default, 2: custom, 3: per time step)

Default value: 1

Saved in: `General.OptionsFileName`

View.Sampling

Element sampling rate (draw one out every 'Sampling' elements)

Default value: 1

Saved in: `General.OptionsFileName`

View.SaturateValues

Saturate the view values to custom min and max (1: true, 0: false)

Default value: 0

Saved in: `General.OptionsFileName`

View.ScaleType

Value scale type (1: linear, 2: logarithmic, 3: double logarithmic)

Default value: 1

Saved in: `General.OptionsFileName`

View.ShowElement

Show element boundaries?

Default value: 0

Saved in: `General.OptionsFileName`

View.ShowScale

Show value scale?

Default value: 1

Saved in: `General.OptionsFileName`

View.ShowTime

Time display mode (0: none, 1: time series, 2: harmonic data, 3: automatic, 4: step data, 5: multi-step data, 6: real eigenvalues, 7: complex eigenvalues)

Default value: 3

Saved in: `General.OptionsFileName`

View.SmoothNormals

Smooth the normals?

Default value: 0

Saved in: `General.OptionsFileName`

View.Stipple

Stipple curves in 2D plots?

Default value: 0

Saved in: `General.OptionsFileName`

View.Tangents

Display size of tangent vectors (in pixels)

Default value: 0

Saved in: `General.OptionsFileName`

View.TargetError

Target representation error for adaptive views

Default value: 0.01

Saved in: `General.OptionsFileName`

View.TensorType

Tensor display type (1: Von-Mises, 2: maximum eigenvalue, 3: minimum eigenvalue, 4: eigenvectors, 5: ellipse, 6: ellipsoid, 7: frame)

Default value: 1

Saved in: `General.OptionsFileName`

View.TimeStep

Current time step displayed

Default value: 0

Saved in: -

View.Time

Current time displayed (if positive, sets the time step corresponding the given time value)

Default value: 0

Saved in: -

View.TransformXX

Element (1,1) of the 3x3 coordinate transformation matrix

Default value: 1

Saved in: -

View.TransformXY

Element (1,2) of the 3x3 coordinate transformation matrix

Default value: 0

Saved in: -

View.TransformXZ

Element (1,3) of the 3x3 coordinate transformation matrix

Default value: 0

Saved in: -

View.TransformYX

Element (2,1) of the 3x3 coordinate transformation matrix

Default value: 0

Saved in: -

View.TransformYY

Element (2,2) of the 3x3 coordinate transformation matrix
Default value: 1
Saved in: -

View.TransformYZ

Element (2,3) of the 3x3 coordinate transformation matrix
Default value: 0
Saved in: -

View.TransformZX

Element (3,1) of the 3x3 coordinate transformation matrix
Default value: 0
Saved in: -

View.TransformZY

Element (3,2) of the 3x3 coordinate transformation matrix
Default value: 0
Saved in: -

View.TransformZZ

Element (3,3) of the 3x3 coordinate transformation matrix
Default value: 1
Saved in: -

View.Type

Type of plot (1: 3D, 2: 2D space, 3: 2D time, 4: 2D)
Default value: 1
Saved in: -

View.UseGeneralizedRaise

Use generalized raise?
Default value: 0
Saved in: `General.OptionsFileName`

View.VectorType

Vector display type (1: segment, 2: arrow, 3: pyramid, 4: 3D arrow, 5: displacement, 6: comet)
Default value: 4
Saved in: `General.OptionsFileName`

View.Visible

Is the view visible?
Default value: 1
Saved in: -

View.Width

Width (in pixels) of the scale or 2D plot
Default value: 300
Saved in: `General.OptionsFileName`

View.Color.Points
Point color
Default value: {0,0,0}
Saved in: **General.OptionsFileName**

View.Color.Lines
Line color
Default value: {0,0,0}
Saved in: **General.OptionsFileName**

View.Color.Triangles
Triangle color
Default value: {0,0,0}
Saved in: **General.OptionsFileName**

View.Color.Quadrangles
Quadrangle color
Default value: {0,0,0}
Saved in: **General.OptionsFileName**

View.Color.Tetrahedra
Tetrahedron color
Default value: {0,0,0}
Saved in: **General.OptionsFileName**

View.Color.Hexahedra
Hexahedron color
Default value: {0,0,0}
Saved in: **General.OptionsFileName**

View.Color.Prisms
Prism color
Default value: {0,0,0}
Saved in: **General.OptionsFileName**

View.Color.Pyramids
Pyramid color
Default value: {0,0,0}
Saved in: **General.OptionsFileName**

View.Color.Trihedra
Trihedron color
Default value: {0,0,0}
Saved in: **General.OptionsFileName**

View.Color.Tangents
Tangent vector color
Default value: {255,255,0}
Saved in: **General.OptionsFileName**

View.Color.Normals
Normal vector color
Default value: {255,0,0}
Saved in: **General.OptionsFileName**

View.Color.Text2D
2D text color
Default value: {0,0,0}
Saved in: **General.OptionsFileName**

View.Color.Text3D
3D text color
Default value: {0,0,0}
Saved in: **General.OptionsFileName**

View.Color.Axes
Axes color
Default value: {0,0,0}
Saved in: **General.OptionsFileName**

View.Color.Background2D
Background color for 2D plots
Default value: {255,255,255}
Saved in: **General.OptionsFileName**

View.ColorTable
Color table used to draw the view
Saved in: **General.OptionsFileName**

Appendix C Compiling the source code

Stable releases and source snapshots are available from <http://gmsh.info/src/>. You can also access the Git repository directly:

1. The first time you want to download the latest full source, type:

```
git clone https://gitlab.onelab.info/gmsh/gmsh.git
```
2. To update your local version to the latest and greatest, go in the gmsh directory and type:

```
git pull
```

Once you have the source code, you need to run CMake to configure your build (see the [README.txt](#) file in the top-level source directory for detailed information on how to run CMake).

Each build can be configured using a series of options, to selectively enable optional modules or features. Here is the list of CMake options:

- ENABLE_3M**
Enable proprietary 3M extension (default: OFF)
- ENABLE_ACIS**
Enable ACIS geometrical models (experimental) (default: ON)
- ENABLE_ALGLIB**
Enable ALGLIB (used by some mesh optimizers) (default: ON)
- ENABLE_ANN**
Enable ANN (used for fast point search in mesh/post) (default: ON)
- ENABLE_BAMG**
Enable Bamg 2D anisotropic mesh generator (default: ON)
- ENABLE_BLAS_LAPACK**
Enable BLAS/Lapack for linear algebra (required for meshing) (default: ON)
- ENABLE_BLOSSOM**
Enable Blossom algorithm (needed for full quad meshing) (default: ON)
- ENABLE_BUILD_LIB**
Enable 'lib' target for building static Gmsh library (default: OFF)
- ENABLE_BUILD_SHARED**
Enable 'shared' target for building shared Gmsh library (default: OFF)
- ENABLE_BUILD_DYNAMIC**
Enable dynamic Gmsh executable (linked with shared lib) (default: OFF)
- ENABLE_BUILD_ANDROID**
Enable Android NDK library target (experimental) (default: OFF)
- ENABLE_BUILD_IOS**
Enable iOS library target (experimental) (default: OFF)
- ENABLE_CGNS**
Enable CGNS mesh import (experimental) (default: ON)

`ENABLE_CAIRO`
Enable Cairo to render fonts (experimental) (default: ON)

`ENABLE_CXX11`
Enable C++11 (default: ON)

`ENABLE_C99`
Enable C99 (default: ON)

`ENABLE_PROFILE`
Enable profiling compiler flags (default: OFF)

`ENABLE_DINTEGRATION`
Enable discrete integration (needed for levelsets) (default: ON)

`ENABLE_DOMHEX`
Enable experimental DOMHEX code (default: ON)

`ENABLE_FLTK`
Enable FLTK graphical user interface (requires mesh/post) (default: ON)

`ENABLE_GETDP`
Enable GetDP solver (linked as a library, experimental) (default: ON)

`ENABLE_GMM`
Enable GMM linear solvers (simple alternative to PETSc) (default: ON)

`ENABLE_GMP`
Enable GMP for Kibpack (advanced) (default: ON)

`ENABLE_GRAPHICS`
Enable building graphics lib even without GUI (advanced) (default: OFF)

`ENABLE_HXT`
Enable HXT library (for reparametrization and meshing) (default: ON)

`ENABLE_KBIPACK`
Enable Kibpack (needed by homology solver) (default: ON)

`ENABLE_MATHEX`
Enable Mathex expression parser (used by plugins and options) (default: ON)

`ENABLE_MED`
Enable MED mesh and post file formats (default: ON)

`ENABLE_MESH`
Enable mesh module (required by GUI) (default: ON)

`ENABLE_METIS`
Enable Metis mesh partitioner (default: ON)

`ENABLE_MM3D`
Enable MM3D 3D anisotropic mesh refinement (default: ON)

`ENABLE_MPEG_ENCODE`
Enable built-in MPEG movie encoder (default: ON)

`ENABLE_MPI`
Enable MPI (experimental, not used for meshing) (default: OFF)

`ENABLE_MSVC_STATIC_RUNTIME`
Enable static Visual C++ runtime (default: OFF)

`ENABLE_MUMPS`
Enable MUMPS sparse direct linear solver (default: OFF)

`ENABLE_NATIVE_FILE_CHOOSER`
Enable native file chooser in GUI (default: ON)

`ENABLE_NETGEN`
Enable Netgen 3D frontal mesh generator (default: ON)

`ENABLE_NUMPY`
Enable fullMatrix and numpy array conversion for private API (default: OFF)

`ENABLE_PETSC4PY`
Enable petsc4py wrappers for petsc matrices for private API (default: OFF)

`ENABLE_OCC`
Enable OpenCASCADE CAD kernel (default: ON)

`ENABLE_OCC_CAF`
Enable OpenCASCADE CAF module (for STEP/IGES attributes) (default: ON)

`ENABLE_OCC_STATIC`
Link OpenCASCADE static instead of dynamic libraries (requires `ENABLE_OCC`) (default: OFF)

`ENABLE_OCC_TBB`
Add TBB libraries in list of OCC libraries (default: OFF)

`ENABLE_ONELAB`
Enable ONELAB solver interface (default: ON)

`ENABLE_ONELAB_METAMODEL`
Enable ONELAB metamodels (experimental) (default: ON)

`ENABLE_OPENMP`
Enable OpenMP (default: OFF)

`ENABLE_OPTHOM`
Enable high-order mesh optimization tools (default: ON)

`ENABLE_OS_SPECIFIC_INSTALL`
Enable OS-specific (e.g. app bundle) installation (default: OFF)

`ENABLE_OSMESA`
Enable OSMesa for offscreen rendering (experimental) (default: OFF)

`ENABLE_PARSER`
Enable GEO file parser (required for .geo/.pos files) (default: ON)

`ENABLE_PETSC`
Enable PETSc linear solvers (required for SLEPc) (default: OFF)

ENABLE_PLUGINS
Enable post-processing plugins (default: ON)

ENABLE_POST
Enable post-processing module (required by GUI) (default: ON)

ENABLE_POPPLER
Enable Poppler for displaying PDF documents (experimental) (default: OFF)

ENABLE_PRIVATE_API
Enable private API (default: OFF)

ENABLE_QUADTRI
Enable QuadTri structured meshing extensions (default: ON)

ENABLE_REVOROPT
Enable Revoropt (used for CVT remeshing) (default: OFF)

ENABLE_SLEPC
Enable SLEPc eigensolvers (default: OFF)

ENABLE_SOLVER
Enable built-in finite element solvers (required for compounds) (default: ON)

ENABLE_SYSTEM_CONTRIB
Use system versions of contrib libraries, when possible (default: OFF)

ENABLE_TCMALLOC
Enable libtcmalloc (fast malloc that does not release memory) (default: OFF)

ENABLE_VISUDEV
Enable additional visualization capabilities for development purposes (default: OFF)

ENABLE_VOROPP
Enable voro++ (for hex meshing, experimental) (default: ON)

ENABLE_WRAP_JAVA
Enable generation of Java wrappers for private API (default: OFF)

ENABLE_WRAP_PYTHON
Enable generation of Python wrappers for private API (default: OFF)

ENABLE_ZIPPER
Enable Zip file compression/decompression (default: OFF)

The wiki (<https://gitlab.onelab.info/gmsh/gmsh/wikis/Gmsh-compilation>) contains more detailed instructions on how to compile Gmsh, including the compilation of common dependencies.

Appendix D Gmsh API

The Gmsh Application Programming Interface (API) allows you to integrate the Gmsh library in your own application. Examples on how to use the API are available in the [demos/api](#) directory. In particular, this directory contains C++, C, Python and Julia versions of several of the `.geo` tutorials from [Appendix A \[Tutorial\]](#), [page 135](#).

By design, the Gmsh API is purely functional, and only uses elementary types from the target language. Currently supported languages are C++, C, Python and Julia. The different versions of the API are generated automatically from the master API definition file `api/gen.py`:

- C++ API: `gmsh.h`
- C API: `gmshc.h`
- Python API: `gmsh.py`
- Julia API: `gmsh.jl`

The additional `gmsh.h_cwrap` header redefines the C++ API in terms of the C API. This is provided as a convenience for users of the [binary Gmsh Software Development Kit \(SDK\)](#) whose C++ compiler Application Binary Interface (ABI) is not compatible with the ABI of the C++ compiler used to create the SDK. To use these C++ bindings of the C API instead of the native C++ API, simply rename `gmsh.h_cwrap` as `gmsh.h`. Note that this will lead to (slightly) reduced performance compared to using the native Gmsh C++ API, as it entails additional data copies between the C++ wrapper, the C API and the native C++ code.

The structure of the API reflects the underlying Gmsh data model (see [Section E.1 \[Source code structure\]](#), [page 299](#)):

- There are two main data containers: *models* (which hold the geometrical and the mesh data) and *views* (which hold post-processing data). These are manipulated by the API functions in the top-level namespaces `gmsh/model` and `gmsh/view`, respectively. The other top-level namespaces are `gmsh/option` (which handles all options), `gmsh/plugin` (which handles extensions to core Gmsh functionality), `gmsh/graphics` (which handles drawing), `gmsh/fltk` (which handles the graphical user interface), `gmsh/onelab` (which handles ONELAB parameters and communications with external codes) and `gmsh/logger` (which handles information logging).
- Geometrical data is made of model *entities*, called *points* (entities of dimension 0), *curves* (entities of dimension 1), *surfaces* (entities of dimension 2) or *volumes* (entities of dimension 3). Model entities are stored using a boundary representation: a volume is bounded by a set of surfaces, a surface is bounded by a series of curves, and a curve is bounded by two end points. Volumes and surfaces can also store *embedded* entities of lower dimension, to force a subsequent mesh to be conformal to internal features like a point in the middle of a surface. Model entities are identified by their dimension and by a *tag*: a strictly positive identification number. *Physical groups* are collections of model entities and are identified by their dimension and by a *tag*. Operations which do not directly reference a model are performed on the *current* model.
- Model entities can be either CAD entities (from the built-in *geo* kernel or from the OpenCASCADE *occ* kernel) or *discrete* entities (defined by a mesh). Operations on CAD entities are performed directly within their respective CAD kernels (i.e. using

functions from the `gmsh/model/geo` or `gmsh/model/occ` namespaces, respectively), as Gmsh does not translate across CAD formats but rather directly accesses the native representation. CAD entities must be *synchronized* with the model in order to be meshed. 1D and 2D meshing algorithms use the *parametrization* of the underlying geometrical curve or surface to generate the mesh. Discrete entities can be remeshed provided that a parametrization is explicitly recomputed for them.

- Mesh data is made of *elements* (points, lines, triangles, quadrangles, tetrahedra, hexahedra, prisms, pyramids, ...), defined by an ordered list of their *nodes*. Elements and nodes are identified by *tags* (strictly positive identification numbers), and are stored (*classified*) in the model entity they discretize. Once meshed, a model entity of dimension 0 (a geometrical point) will thus contain a mesh element of type point (MSH type 15: cf. [Section 9.1 \[MSH file format\], page 111](#)), as well as a mesh node. A model curve will contain line elements (e.g. of MSH type 1 or 8 for first order or second order meshes, respectively) as well as its interior nodes, while its boundary nodes will be stored in the bounding model points. A model surface will contain triangular and/or quadrangular elements and all the nodes not classified on its boundary or on its embedded entities (curves and points). A model volume will contain tetrahedra, hexahedra, etc. and all the nodes not classified on its boundary or on its embedded entities (surfaces, curves and points). This data model allows to easily and efficiently handle the creation, modification and destruction of conformal meshes. All the mesh-related functions are provided in the `gmsh/model/mesh` namespace.
- Post-processing data is made of *views*. Each view is identified by a *tag*, and can also be accessed by its *index* (which can change when views are sorted, added or deleted). A view stores both display *options* and *data*, unless the view is an *alias* of another view (in which case it only stores display options, and the data points to a reference view). View data can contain several *steps* (e.g. to store time series) and can be either linked to one or more models¹ (*mesh-based* data, as stored in MSH files: cf. [Section 9.1 \[MSH file format\], page 111](#)) or independent from any model (*list-based* data, as stored in parsed POS files: cf. [Section 8.1 \[Post-processing commands\], page 78](#)). Various *plugins* exist to modify and create views.

All the functions available in the API are given below. See the relevant header/module file for the exact definition in each supported language: in **C++** `gmsh/model/geo/addPoint` will lead to a namespaced function `gmsh::model::geo::addPoint`, while in **Python** and **Julia** it will lead to `gmsh.model.geo.addPoint`, and in **C** to `gmshModelGeoAddPoint`. Output values are passed by reference in C++, as pointers in C and directly returned (after the return value, if any) in Python and Julia.

D.1 Namespace `gmsh`: top-level functions

`initialize`

Initialize Gmsh. This must be called before any call to the other functions in the API. If `argc` and `argv` (or just `argv` in Python or Julia) are provided, they will be handled in the same way as the command line arguments in the Gmsh

¹ Each step can be linked to a different model, which allows to have a single time series based on multiple (e.g. deforming or moving) meshes.

	app. If <code>readConfigFiles</code> is set, read system Gmsh configuration files (<code>gmshrc</code> and <code>gmsh-options</code>).
	Input: <code>argv, readConfigFiles</code>
	Output: -
	Return: -
finalize	Finalize Gmsh. This must be called when you are done using the Gmsh API.
	Input: -
	Output: -
	Return: -
open	Open a file. Equivalent to the File->Open menu in the Gmsh app. Handling of the file depends on its extension and/or its contents: opening a file with model data will create a new model.
	Input: <code>fileName</code>
	Output: -
	Return: -
merge	Merge a file. Equivalent to the File->Merge menu in the Gmsh app. Handling of the file depends on its extension and/or its contents. Merging a file with model data will add the data to the current model.
	Input: <code>fileName</code>
	Output: -
	Return: -
write	Write a file. The export format is determined by the file extension.
	Input: <code>fileName</code>
	Output: -
	Return: -
clear	Clear all loaded models and post-processing data, and add a new empty model.
	Input: -
	Output: -
	Return: -

D.2 Namespace `gmsh/option`: option handling functions

`setNumber`

Set a numerical option to `value`. `name` is of the form `"category.option"` or `"category[num].option"`. Available categories and options are listed in the Gmsh reference manual.

Input: `name, value`

Output: -

Return: -

getNumber

Get the **value** of a numerical option. **name** is of the form "category.option" or "category[num].option". Available categories and options are listed in the Gmsh reference manual.

Input: **name**

Output: **value**

Return: -

setString

Set a string option to **value**. **name** is of the form "category.option" or "category[num].option". Available categories and options are listed in the Gmsh reference manual.

Input: **name, value**

Output: -

Return: -

getString

Get the **value** of a string option. **name** is of the form "category.option" or "category[num].option". Available categories and options are listed in the Gmsh reference manual.

Input: **name**

Output: **value**

Return: -

setColor Set a color option to the RGBA value (**r, g, b, a**), where **r, g, b** and **a** should be integers between 0 and 255. **name** is of the form "category.option" or "category[num].option". Available categories and options are listed in the Gmsh reference manual, with the "Color." middle string removed.

Input: **name, r, g, b, a**

Output: -

Return: -

getColor Get the **r, g, b, a** value of a color option. **name** is of the form "category.option" or "category[num].option". Available categories and options are listed in the Gmsh reference manual, with the "Color." middle string removed.

Input: **name**

Output: **r, g, b, a**

Return: -

D.3 Namespace `gmsh/model`: model functions

<code>add</code>	Add a new model, with name <code>name</code> , and set it as the current model. Input: <code>name</code> Output: - Return: -
<code>remove</code>	Remove the current model. Input: - Output: - Return: -
<code>list</code>	List the names of all models. Input: - Output: <code>names</code> Return: -
<code>setCurrent</code>	Set the current model to the model with name <code>name</code> . If several models have the same name, select the one that was added first. Input: <code>name</code> Output: - Return: -
<code>getEntities</code>	Get all the entities in the current model. If <code>dim</code> is ≥ 0 , return only the entities of the specified dimension (e.g. points if <code>dim == 0</code>). The entities are returned as a vector of (dim, tag) integer pairs. Input: <code>dim</code> Output: <code>dimTags</code> Return: -
<code>setEntityName</code>	Set the name of the entity of dimension <code>dim</code> and tag <code>tag</code> . Input: <code>dim, tag, name</code> Output: - Return: -
<code>getEntityName</code>	Get the name of the entity of dimension <code>dim</code> and tag <code>tag</code> . Input: <code>dim, tag</code> Output: <code>name</code>

Return: -

`getPhysicalGroups`

Get all the physical groups in the current model. If `dim` is ≥ 0 , return only the entities of the specified dimension (e.g. physical points if `dim == 0`). The entities are returned as a vector of (dim, tag) integer pairs.

Input: `dim`

Output: `dimTags`

Return: -

`getEntitiesForPhysicalGroup`

Get the tags of the model entities making up the physical group of dimension `dim` and tag `tag`.

Input: `dim, tag`

Output: `tags`

Return: -

`getPhysicalGroupsForEntity`

Get the tags of the physical groups (if any) to which the model entity of dimension `dim` and tag `tag` belongs.

Input: `dim, tag`

Output: `physicalTags`

Return: -

`addPhysicalGroup`

Add a physical group of dimension `dim`, grouping the model entities with tags `tags`. Return the tag of the physical group, equal to `tag` if `tag` is positive, or a new tag if `tag < 0`.

Input: `dim, tags, tag`

Output: -

Return: integer value

`setPhysicalName`

Set the name of the physical group of dimension `dim` and tag `tag`.

Input: `dim, tag, name`

Output: -

Return: -

`getPhysicalName`

Get the name of the physical group of dimension `dim` and tag `tag`.

Input: `dim, tag`

Output: `name`

Return: -

getBoundary

Get the boundary of the model entities `dimTags`. Return in `outDimTags` the boundary of the individual entities (if `combined` is false) or the boundary of the combined geometrical shape formed by all input entities (if `combined` is true). Return tags multiplied by the sign of the boundary entity if `oriented` is true. Apply the boundary operator recursively down to dimension 0 (i.e. to points) if `recursive` is true.

Input: `dimTags, combined, oriented, recursive`

Output: `outDimTags`

Return: -

getEntitiesInBoundingBox

Get the model entities in the bounding box defined by the two points (`xmin, ymin, zmin`) and (`xmax, ymax, zmax`). If `dim` is ≥ 0 , return only the entities of the specified dimension (e.g. points if `dim == 0`).

Input: `xmin, ymin, zmin, xmax, ymax, zmax, dim`

Output: `tags`

Return: -

getBoundingBox

Get the bounding box (`xmin, ymin, zmin`), (`xmax, ymax, zmax`) of the model entity of dimension `dim` and tag `tag`. If `dim` and `tag` are negative, get the bounding box of the whole model.

Input: `dim, tag`

Output: `xmin, ymin, zmin, xmax, ymax, zmax`

Return: -

getDimension

Get the geometrical dimension of the current model.

Input: -

Output: -

Return: integer value

addDiscreteEntity

Add a discrete model entity (defined by a mesh) of dimension `dim` in the current model. Return the tag of the new discrete entity, equal to `tag` if `tag` is positive, or a new tag if `tag < 0`. `boundary` specifies the tags of the entities on the boundary of the discrete entity, if any. Specifying `boundary` allows Gmsh to construct the topology of the overall model.

Input: `dim, tag, boundary`

Output: -

Return: integer value

removeEntities

Remove the entities **dimTags** of the current model. If **recursive** is true, remove all the entities on their boundaries, down to dimension 0.

Input: **dimTags**, **recursive**

Output: -

Return: -

removeEntityName

Remove the entity name **name** from the current model.

Input: **name**

Output: -

Return: -

removePhysicalGroups

Remove the physical groups **dimTags** of the current model. If **dimTags** is empty, remove all groups.

Input: **dimTags**

Output: -

Return: -

removePhysicalName

Remove the physical name **name** from the current model.

Input: **name**

Output: -

Return: -

getType Get the type of the entity of dimension **dim** and tag **tag**.

Input: **dim**, **tag**

Output: **entityType**

Return: -

getParent

In a partitioned model, get the parent of the entity of dimension **dim** and tag **tag**, i.e. from which the entity is a part of, if any. **parentDim** and **parentTag** are set to -1 if the entity has no parent.

Input: **dim**, **tag**

Output: **parentDim**, **parentTag**

Return: -

getPartitions

In a partitioned model, return the tags of the partition(s) to which the entity belongs.

Input: `dim, tag`
 Output: `partitions`
 Return: `-`

getValue Evaluate the parametrization of the entity of dimension `dim` and tag `tag` at the parametric coordinates `parametricCoord`. Only valid for `dim` equal to 0 (with empty `parametricCoord`), 1 (with `parametricCoord` containing parametric coordinates on the curve) or 2 (with `parametricCoord` containing pairs of u, v parametric coordinates on the surface, concatenated: `[p1u, p1v, p2u, ...]`). Return triplets of x, y, z coordinates in `points`, concatenated: `[p1x, p1y, p1z, p2x, ...]`.

Input: `dim, tag, parametricCoord`
 Output: `points`
 Return: `-`

getDerivative

Evaluate the derivative of the parametrization of the entity of dimension `dim` and tag `tag` at the parametric coordinates `parametricCoord`. Only valid for `dim` equal to 1 (with `parametricCoord` containing parametric coordinates on the curve) or 2 (with `parametricCoord` containing pairs of u, v parametric coordinates on the surface, concatenated: `[p1u, p1v, p2u, ...]`). For `dim` equal to 1 return the x, y, z components of the derivative with respect to u `[d1ux, d1uy, d1uz, d2ux, ...]`; for `dim` equal to 2 return the x, y, z components of the derivate with respect to u and v: `[d1ux, d1uy, d1uz, d1vx, d1vy, d1vz, d2ux, ...]`.

Input: `dim, tag, parametricCoord`
 Output: `derivatives`
 Return: `-`

getCurvature

Evaluate the (maximum) curvature of the entity of dimension `dim` and tag `tag` at the parametric coordinates `parametricCoord`. Only valid for `dim` equal to 1 (with `parametricCoord` containing parametric coordinates on the curve) or 2 (with `parametricCoord` containing pairs of u, v parametric coordinates on the surface, concatenated: `[p1u, p1v, p2u, ...]`).

Input: `dim, tag, parametricCoord`
 Output: `curvatures`
 Return: `-`

getPrincipalCurvatures

Evaluate the principal curvatures of the surface with tag `tag` at the parametric coordinates `parametricCoord`, as well as their respective directions. `parametricCoord` are given by pair of u and v coordinates, concatenated: `[p1u, p1v, p2u, ...]`.

Input: `tag, parametricCoord`
 Output: `curvatureMax, curvatureMin, directionMax, directionMin`
 Return: `-`

getNormal

Get the normal to the surface with tag `tag` at the parametric coordinates `parametricCoord`. `parametricCoord` are given by pairs of u and v coordinates, concatenated: `[p1u, p1v, p2u, ...]`. `normals` are returned as triplets of x, y, z components, concatenated: `[n1x, n1y, n1z, n2x, ...]`.

Input: `tag, parametricCoord`
 Output: `normals`
 Return: `-`

setVisibility

Set the visibility of the model entities `dimTags` to `value`. Apply the visibility setting recursively if `recursive` is true.

Input: `dimTags, value, recursive`
 Output: `-`
 Return: `-`

getVisibility

Get the visibility of the model entity of dimension `dim` and tag `tag`.

Input: `dim, tag`
 Output: `value`
 Return: `-`

setColor Set the color of the model entities `dimTags` to the RGBA value (`r, g, b, a`), where `r, g, b` and `a` should be integers between 0 and 255. Apply the color setting recursively if `recursive` is true.

Input: `dimTags, r, g, b, a, recursive`
 Output: `-`
 Return: `-`

getColor Get the color of the model entity of dimension `dim` and tag `tag`.

Input: `dim, tag`
 Output: `r, g, b, a`
 Return: `-`

setCoordinates

Set the x, y, z coordinates of a geometrical point.

Input: `tag, x, y, z`
 Output: `-`
 Return: `-`

D.4 Namespace `gmsh/model/mesh`: mesh functions

generate Generate a mesh of the current model, up to dimension `dim` (0, 1, 2 or 3).

Input: `dim`

Output: -

Return: -

partition

Partition the mesh of the current model into `numPart` partitions.

Input: `numPart`

Output: -

Return: -

unpartition

Unpartition the mesh of the current model.

Input: -

Output: -

Return: -

optimize Optimize the mesh of the current model using `method` (empty for default tetrahedral mesh optimizer, "Netgen" for Netgen optimizer, "HighOrder" for direct high-order mesh optimizer, "HighOrderElastic" for high-order elastic smoother).

Input: `method`

Output: -

Return: -

recombine

Recombine the mesh of the current model.

Input: -

Output: -

Return: -

refine Refine the mesh of the current model by uniformly splitting the elements.

Input: -

Output: -

Return: -

smooth Smooth the mesh of the current model.

Input: -

Output: -

Return: -

setOrder Set the order of the elements in the mesh of the current model to **order**.

Input: **order**

Output: -

Return: -

getLastEntityError

Get the last entities (if any) where a meshing error occurred. Currently only populated by the new 3D meshing algorithms.

Input: -

Output: **dimTags**

Return: -

getLastNodeError

Get the last nodes (if any) where a meshing error occurred. Currently only populated by the new 3D meshing algorithms.

Input: -

Output: **nodeTags**

Return: -

clear Clear the mesh, i.e. delete all the nodes and elements.

Input: -

Output: -

Return: -

getNodes Get the nodes classified on the entity of dimension **dim** and tag **tag**. If **tag** < 0, get the nodes for all entities of dimension **dim**. If **dim** and **tag** are negative, get all the nodes in the mesh. **nodeTags** contains the node tags (their unique, strictly positive identification numbers). **coord** is a vector of length 3 times the length of **nodeTags** that contains the x, y, z coordinates of the nodes, concatenated: [n1x, n1y, n1z, n2x, ...]. If **dim** >= 0 and **returnParametricCoord** is set, **parametricCoord** contains the parametric coordinates ([u1, u2, ...] or [u1, v1, u2, ...]) of the nodes, if available. The length of **parametricCoord** can be 0 or **dim** times the length of **nodeTags**. If **includeBoundary** is set, also return the nodes classified on the boundary of the entity (which will be reparametrized on the entity if **dim** >= 0 in order to compute their parametric coordinates).

Input: **dim, tag, includeBoundary, returnParametricCoord**

Output: **nodeTags, coord, parametricCoord**

Return: -

getNodesByElementType

Get the nodes classified on the entity of tag **tag**, for all the elements of type **elementType**. The other arguments are treated as in **getNodes**.

Input: `elementType`, `tag`, `returnParametricCoord`
 Output: `nodeTags`, `coord`, `parametricCoord`
 Return: -

getNode Get the coordinates and the parametric coordinates (if any) of the node with tag `tag`. This is a sometimes useful but inefficient way of accessing nodes, as it relies on a cache stored in the model. For large meshes all the nodes in the model should be numbered in a continuous sequence of tags from 1 to N to maintain reasonable performance (in this case the internal cache is based on a vector; otherwise it uses a map).
 Input: `nodeTag`
 Output: `coord`, `parametricCoord`
 Return: -

rebuildNodeCache Rebuild the node cache.
 Input: `onlyIfNecessary`
 Output: -
 Return: -

getNodesForPhysicalGroup Get the nodes from all the elements belonging to the physical group of dimension `dim` and tag `tag`. `nodeTags` contains the node tags; `coord` is a vector of length 3 times the length of `nodeTags` that contains the x, y, z coordinates of the nodes, concatenated: `[n1x, n1y, n1z, n2x, ...]`.
 Input: `dim`, `tag`
 Output: `nodeTags`, `coord`
 Return: -

addNodes Add nodes classified on the model entity of dimension `dim` and tag `tag`. `nodeTags` contains the node tags (their unique, strictly positive identification numbers). `coord` is a vector of length 3 times the length of `nodeTags` that contains the x, y, z coordinates of the nodes, concatenated: `[n1x, n1y, n1z, n2x, ...]`. The optional `parametricCoord` vector contains the parametric coordinates of the nodes, if any. The length of `parametricCoord` can be 0 or `dim` times the length of `nodeTags`. If the `nodeTags` vector is empty, new tags are automatically assigned to the nodes.
 Input: `dim`, `tag`, `nodeTags`, `coord`, `parametricCoord`
 Output: -
 Return: -

reclassifyNodes Reclassify all nodes on their associated model entity, based on the elements. Can be used when importing nodes in bulk (e.g. by associating them all to a

single volume), to reclassify them correctly on model surfaces, curves, etc. after the elements have been set.

Input: -

Output: -

Return: -

relocateNodes

Relocate the nodes classified on the entity of dimension **dim** and tag **tag** using their parametric coordinates. If **tag** < 0, relocate the nodes for all entities of dimension **dim**. If **dim** and **tag** are negative, relocate all the nodes in the mesh.

Input: **dim, tag**

Output: -

Return: -

getElements

Get the elements classified on the entity of dimension **dim** and tag **tag**. If **tag** < 0, get the elements for all entities of dimension **dim**. If **dim** and **tag** are negative, get all the elements in the mesh. **elementTypes** contains the MSH types of the elements (e.g. 2 for 3-node triangles: see **getElementProperties** to obtain the properties for a given element type). **elementTags** is a vector of the same length as **elementTypes**; each entry is a vector containing the tags (unique, strictly positive identifiers) of the elements of the corresponding type. **nodeTags** is also a vector of the same length as **elementTypes**; each entry is a vector of length equal to the number of elements of the given type times the number N of nodes for this type of element, that contains the node tags of all the elements of the given type, concatenated: [e1n1, e1n2, ..., e1nN, e2n1, ...].

Input: **dim, tag**

Output: **elementTypes, elementTags, nodeTags**

Return: -

getElement

Get the type and node tags of the element with tag **tag**. This is a sometimes useful but inefficient way of accessing elements, as it relies on a cache stored in the model. For large meshes all the elements in the model should be numbered in a continuous sequence of tags from 1 to N to maintain reasonable performance (in this case the internal cache is based on a vector; otherwise it uses a map).

Input: **elementTag**

Output: **elementType, nodeTags**

Return: -

getElementByCoordinates

Search the mesh for an element located at coordinates (**x, y, z**). This is a sometimes useful but inefficient way of accessing elements, as it relies on a search in a spatial octree. If an element is found, return its tag, type and node tags,

as well as the local coordinates (u, v, w) within the element corresponding to search location. If `dim` is ≥ 0 , only search for elements of the given dimension. If `strict` is not set, use a tolerance to find elements near the search location.

Input: `x, y, z, dim, strict`
 Output: `elementTag, elementType, nodeTags, u, v, w`
 Return: -

`getElementTypes`

Get the types of elements in the entity of dimension `dim` and tag `tag`. If `tag < 0`, get the types for all entities of dimension `dim`. If `dim` and `tag` are negative, get all the types in the mesh.

Input: `dim, tag`
 Output: `elementTypes`
 Return: -

`getElementType`

Return an element type given its family name `familyName` ("point", "line", "triangle", "quadrangle", "tetrahedron", "pyramid", "prism", "hexahedron") and polynomial order `order`. If `serendip` is true, return the corresponding serendip element type (element without interior nodes).

Input: `familyName, order, serendip`
 Output: -
 Return: integer value

`getElementProperties`

Get the properties of an element of type `elementType`: its name (`elementName`), dimension (`dim`), order (`order`), number of nodes (`numNodes`) and coordinates of the nodes in the reference element (`nodeCoord` vector, of length `dim` times `numNodes`).

Input: `elementType`
 Output: `elementName, dim, order, numNodes, nodeCoord`
 Return: -

`getElementsByType`

Get the elements of type `elementType` classified on the entity of tag `tag`. If `tag < 0`, get the elements for all entities. `elementTags` is a vector containing the tags (unique, strictly positive identifiers) of the elements of the corresponding type. `nodeTags` is a vector of length equal to the number of elements of the given type times the number `N` of nodes for this type of element, that contains the node tags of all the elements of the given type, concatenated: [`e1n1`, `e1n2`, ..., `e1nN`, `e2n1`, ...]. If `numTasks > 1`, only compute and return the part of the data indexed by `task`.

Input: `elementType, tag, task, numTasks`

Output: `elementTags, nodeTags`

Return: -

`preallocateElementsByType`

Preallocate data before calling `getElementsByType` with `numTasks > 1`. For C and C++ only.

Input: `elementType, elementTag, nodeTag, tag`

Output: `elementTags, nodeTags`

Return: -

`addElements`

Add elements classified on the entity of dimension `dim` and tag `tag`. `types` contains the MSH types of the elements (e.g. 2 for 3-node triangles: see the Gmsh reference manual). `elementTags` is a vector of the same length as `types`; each entry is a vector containing the tags (unique, strictly positive identifiers) of the elements of the corresponding type. `nodeTags` is also a vector of the same length as `types`; each entry is a vector of length equal to the number of elements of the given type times the number N of nodes per element, that contains the node tags of all the elements of the given type, concatenated: `[e1n1, e1n2, ..., e1nN, e2n1, ...]`.

Input: `dim, tag, elementTypes, elementTags, nodeTags`

Output: -

Return: -

`addElementsByType`

Add elements of type `elementType` classified on the entity of tag `tag`. `elementTags` contains the tags (unique, strictly positive identifiers) of the elements of the corresponding type. `nodeTags` is a vector of length equal to the number of elements times the number N of nodes per element, that contains the node tags of all the elements, concatenated: `[e1n1, e1n2, ..., e1nN, e2n1, ...]`. If the `elementTag` vector is empty, new tags are automatically assigned to the elements.

Input: `tag, elementType, elementTags, nodeTags`

Output: -

Return: -

`getIntegrationPoints`

Get the numerical quadrature information for the given element type `elementType` and integration rule `integrationType` (e.g. "Gauss4" for a Gauss quadrature suited for integrating 4th order polynomials). `integrationPoints` contains the u, v, w coordinates of the G integration points in the reference element: `[glu, glv, glw, ..., gGu, gGv, gGw]`. `integrationWeights` contains the associated weights: `[g1q, ..., gGq]`.

Input: `elementType, integrationType`

Output: `integrationPoints, integrationWeights`

Return: -

`getJacobians`

Get the Jacobians of all the elements of type `elementType` classified on the entity of tag `tag`, at the G integration points `integrationPoints` given as concatenated triplets of coordinates in the reference element `[glu, glv, glw, ..., gGu, gGv, gGw]`. Data is returned by element, with elements in the same order as in `getElements` and `getElementsByType`. `jacobians` contains for each element the 9 entries of the 3x3 Jacobian matrix at each integration point. The matrix is returned by column: `[elg1Jxu, elg1Jyu, elg1Jzu, elg1Jxv, ..., elg1Jzw, elg2Jxu, ..., elgGJzw, e2g1Jxu, ...]`, with $Jxu = dx/du$, $Jyu = dy/du$, etc. `determinants` contains for each element the determinant of the Jacobian matrix at each integration point: `[elg1, elg2, ... elgG, e2g1, ...]`. `points` contains for each element the x, y, z coordinates of the integration points. If `tag < 0`, get the Jacobian data for all entities. If `numTasks > 1`, only compute and return the part of the data indexed by `task`.

Input: `elementType, integrationPoints, tag, task, numTasks`

Output: `jacobians, determinants, points`

Return: -

`preallocateJacobians`

Preallocate data before calling `getJacobians` with `numTasks > 1`. For C and C++ only.

Input: `elementType, numIntegrationPoints, jacobian, determinant, point, tag`

Output: `jacobians, determinants, points`

Return: -

`getBasisFunctions`

Get the basis functions of the element of type `elementType` at the integration points `integrationPoints` (given as concatenated triplets of coordinates in the reference element `[glu, glv, glw, ..., gGu, gGv, gGw]`), for the function space `functionSpaceType` (e.g. "Lagrange" or "GradLagrange" for Lagrange basis functions or their gradient, in the u, v, w coordinates of the reference element). `numComponents` returns the number C of components of a basis function. `basisFunctions` returns the value of the N basis functions at the integration points, i.e. `[g1f1, g1f2, ..., g1fN, g2f1, ...]` when $C == 1$ or `[g1f1u, g1f1v, g1f1w, g1f2u, ..., g1fNw, g2f1u, ...]` when $C == 3$.

Input: `elementType, integrationPoints, functionSpaceType`

Output: `numComponents, basisFunctions`

Return: -

`getBasisFunctionsForElements`

Get the element-dependent basis functions of the elements of type `elementType` in the entity of tag `tag` at the integration points `integrationPoints` (given

as concatenated triplets of coordinates in the reference element [glu, glv, glw, ..., gGu, gGv, gGw]), for the function space `functionSpaceType` (e.g. "H1Legendre3" or "GradH1Legendre3" for 3rd order hierarchical H1 Legendre functions or their gradient, in the u, v, w coordinates of the reference elements). `numComponents` returns the number C of components of a basis function. `numBasisFunctions` returns the number N of basis functions per element. `basisFunctions` returns the value of the basis functions at the integration points for each element: [e1g1f1,..., e1g1fN, e1g2f1,..., e2g1f1, ...] when C == 1 or [e1g1f1u, e1g1f1v,..., e1g1fNw, e1g2f1u,..., e2g1f1u, ...]. Warning: this is an experimental feature and will probably change in a future release.

Input: `elementType, integrationPoints, functionSpaceType, tag`
 Output: `numComponents, numFunctionsPerElements, basisFunctions`
 Return: -

`getKeysForElements`

Generate the keys for the elements of type `elementType` in the entity of tag `tag`, for the `functionSpaceType` function space. Each key uniquely identifies a basis function in the function space. If `returnCoord` is set, the `coord` vector contains the x, y, z coordinates locating basis functions for sorting purposes. Warning: this is an experimental feature and will probably change in a future release.

Input: `elementType, functionSpaceType, tag, returnCoord`
 Output: `keys, coord`
 Return: -

`getInformationForElements`

Get information about the keys. Warning: this is an experimental feature and will probably change in a future release.

Input: `keys, order, elementType`
 Output: `info`
 Return: -

`precomputeBasisFunctions`

Precomputes the basis functions corresponding to `elementType`.

Input: `elementType`
 Output: -
 Return: -

`getBarycenters`

Get the barycenters of all elements of type `elementType` classified on the entity of tag `tag`. If `primary` is set, only the primary nodes of the elements are taken into account for the barycenter calculation. If `fast` is set, the function returns the sum of the primary node coordinates (without normalizing by the number of nodes). If `tag < 0`, get the barycenters for all entities. If `numTasks > 1`, only compute and return the part of the data indexed by `task`.

Input: `elementType`, `tag`, `fast`, `primary`, `task`, `numTasks`

Output: `barycenters`

Return: -

`preallocateBarycenters`

Preallocate data before calling `getBarycenters` with `numTasks > 1`. For C and C++ only.

Input: `elementType`, `tag`

Output: `barycenters`

Return: -

`getElementEdgeNodes`

Get the nodes on the edges of all elements of type `elementType` classified on the entity of tag `tag`. `nodeTags` contains the node tags of the edges for all the elements: [`el1a1n1`, `el1a1n2`, `el1a2n1`, ...]. Data is returned by element, with elements in the same order as in `getElements` and `getElementsByType`. If `primary` is set, only the primary (begin/end) nodes of the edges are returned. If `tag < 0`, get the edge nodes for all entities. If `numTasks > 1`, only compute and return the part of the data indexed by `task`.

Input: `elementType`, `tag`, `primary`, `task`, `numTasks`

Output: `nodeTags`

Return: -

`getElementFaceNodes`

Get the nodes on the faces of type `faceType` (3 for triangular faces, 4 for quadrangular faces) of all elements of type `elementType` classified on the entity of tag `tag`. `nodeTags` contains the node tags of the faces for all elements: [`el1f1n1`, ..., `el1f1nFaceType`, `el1f2n1`, ...]. Data is returned by element, with elements in the same order as in `getElements` and `getElementsByType`. If `primary` is set, only the primary (corner) nodes of the faces are returned. If `tag < 0`, get the face nodes for all entities. If `numTasks > 1`, only compute and return the part of the data indexed by `task`.

Input: `elementType`, `faceType`, `tag`, `primary`, `task`, `numTasks`

Output: `nodeTags`

Return: -

`getGhostElements`

Get the ghost elements `elementTags` and their associated `partitions` stored in the ghost entity of dimension `dim` and tag `tag`.

Input: `dim`, `tag`

Output: `elementTags`, `partitions`

Return: -

setSize Set a mesh size constraint on the model entities **dimTags**. Currently only entities of dimension 0 (points) are handled.

Input: **dimTags, size**

Output: -

Return: -

setTransfiniteCurve

Set a transfinite meshing constraint on the curve **tag**, with **numNodes** nodes distributed according to **meshType** and **coef**. Currently supported types are "Progression" (geometrical progression with power **coef**) and "Bump" (refinement toward both extremities of the curve).

Input: **tag, numNodes, meshType, coef**

Output: -

Return: -

setTransfiniteSurface

Set a transfinite meshing constraint on the surface **tag**. **arrangement** describes the arrangement of the triangles when the surface is not flagged as recombined: currently supported values are "Left", "Right", "AlternateLeft" and "AlternateRight". **cornerTags** can be used to specify the (3 or 4) corners of the transfinite interpolation explicitly; specifying the corners explicitly is mandatory if the surface has more than 3 or 4 points on its boundary.

Input: **tag, arrangement, cornerTags**

Output: -

Return: -

setTransfiniteVolume

Set a transfinite meshing constraint on the surface **tag**. **cornerTags** can be used to specify the (6 or 8) corners of the transfinite interpolation explicitly.

Input: **tag, cornerTags**

Output: -

Return: -

setRecombine

Set a recombination meshing constraint on the model entity of dimension **dim** and tag **tag**. Currently only entities of dimension 2 (to recombine triangles into quadrangles) are supported.

Input: **dim, tag**

Output: -

Return: -

setSmoothing

Set a smoothing meshing constraint on the model entity of dimension **dim** and tag **tag**. **val** iterations of a Laplace smoother are applied.

Input: `dim, tag, val`

Output: -

Return: -

setReverse

Set a reverse meshing constraint on the model entity of dimension `dim` and tag `tag`. If `val` is true, the mesh orientation will be reversed with respect to the natural mesh orientation (i.e. the orientation consistent with the orientation of the geometry). If `val` is false, the mesh is left as-is.

Input: `dim, tag, val`

Output: -

Return: -

setOutwardOrientation

Set meshing constraints on the bounding surfaces of the volume of tag `tag` so that all surfaces are oriented with outward pointing normals. Currently only available with the OpenCASCADE kernel, as it relies on the STL triangulation.

Input: `tag`

Output: -

Return: -

embed Embed the model entities of dimension `dim` and tags `tags` in the (`inDim`, `inTag`) model entity. The dimension `dim` can 0, 1 or 2 and must be strictly smaller than `inDim`, which must be either 2 or 3. The embedded entities should not be part of the boundary of the entity `inTag`, whose mesh will conform to the mesh of the embedded entities.

Input: `dim, tags, inDim, inTag`

Output: -

Return: -

removeEmbedded

Remove embedded entities from the model entities `dimTags`. if `dim` is ≥ 0 , only remove embedded entities of the given dimension (e.g. embedded points if `dim == 0`).

Input: `dimTags, dim`

Output: -

Return: -

reorderElements

Reorder the elements of type `elementType` classified on the entity of tag `tag` according to `ordering`.

Input: `elementType, tag, ordering`

Output: -

Return: -

renumberNodes

Renumber the node tags in a continuous sequence.

Input: -

Output: -

Return: -

renumberElements

Renumber the element tags in a continuous sequence.

Input: -

Output: -

Return: -

setPeriodic

Set the meshes of the entities of dimension `dim` and tag `tags` as periodic copies of the meshes of entities `tagsMaster`, using the affine transformation specified in `affineTransformation` (16 entries of a 4x4 matrix, by row). Currently only available for `dim == 1` and `dim == 2`.

Input: `dim, tags, tagsMaster, affineTransform`

Output: -

Return: -

getPeriodicNodes

Get the master entity `tagMaster`, the node tags `nodeTags` and their corresponding master node tags `nodeTagsMaster`, and the affine transform `affineTransform` for the entity of dimension `dim` and tag `tag`.

Input: `dim, tag`

Output: `tagMaster, nodeTags, nodeTagsMaster, affineTransform`

Return: -

removeDuplicateNodes

Remove duplicate nodes in the mesh of the current model.

Input: -

Output: -

Return: -

splitQuadrangles

Split (into two triangles) all quadrangles in surface `tag` whose quality is lower than `quality`. If `tag < 0`, split quadrangles in all surfaces.

Input: `quality, tag`

Output: -

Return: -

`classifySurfaces`

Classify ("color") the surface mesh based on the angle threshold **angle** (in radians), and create new discrete surfaces, curves and points accordingly. If **boundary** is set, also create discrete curves on the boundary if the surface is open. If **forReparametrization** is set, create edges and surfaces that can be reparametrized using a single map.

Input: **angle, boundary, forReparametrization**

Output: -

Return: -

`createGeometry`

Create a parametrization for discrete curves and surfaces (i.e. curves and surfaces represented solely by a mesh, without an underlying CAD description), assuming that each can be parametrized with a single map.

Input: -

Output: -

Return: -

`createTopology`

Create a boundary representation from the mesh if the model does not have one (e.g. when imported from mesh file formats with no BRep representation of the underlying model).

Input: -

Output: -

Return: -

`computeHomology`

Compute a basis representation for homology spaces after a mesh has been generated. The computation domain is given in a list of physical group tags **domainTags**; if empty, the whole mesh is the domain. The computation subdomain for relative homology computation is given in a list of physical group tags **subdomainTags**; if empty, absolute homology is computed. The dimensions homology bases to be computed are given in the list **dim**; if empty, all bases are computed. Resulting basis representation chains are stored as physical groups in the mesh.

Input: **domainTags, subdomainTags, dims**

Output: -

Return: -

`computeCohomology`

Compute a basis representation for cohomology spaces after a mesh has been generated. The computation domain is given in a list of physical group tags

`domainTags`; if empty, the whole mesh is the domain. The computation subdomain for relative cohomology computation is given in a list of physical group tags `subdomainTags`; if empty, absolute cohomology is computed. The dimensions homology bases to be computed are given in the list `dim`; if empty, all bases are computed. Resulting basis representation cochains are stored as physical groups in the mesh.

Input: `domainTags, subdomainTags, dims`

Output: -

Return: -

D.5 Namespace `gmsh/model/mesh/field`: mesh size field functions

add Add a new mesh size field of type `fieldType`. If `tag` is positive, assign the tag explicitly; otherwise a new tag is assigned automatically. Return the field tag.

Input: `fieldType, tag`

Output: -

Return: integer value

remove Remove the field with tag `tag`.

Input: `tag`

Output: -

Return: -

setNumber

Set the numerical option `option` to value `value` for field `tag`.

Input: `tag, option, value`

Output: -

Return: -

setString

Set the string option `option` to value `value` for field `tag`.

Input: `tag, option, value`

Output: -

Return: -

setNumbers

Set the numerical list option `option` to value `value` for field `tag`.

Input: `tag, option, value`

Output: -

Return: -

setAsBackgroundMesh

Set the field **tag** as the background mesh size field.

Input: **tag**

Output: -

Return: -

setAsBoundaryLayer

Set the field **tag** as a boundary layer size field.

Input: **tag**

Output: -

Return: -

D.6 Namespace **gmsh/model/geo**: built-in CAD kernel functions

addPoint Add a geometrical point in the built-in CAD representation, at coordinates (**x**, **y**, **z**). If **meshSize** is > 0 , add a meshing constraint at that point. If **tag** is positive, set the tag explicitly; otherwise a new tag is selected automatically. Return the tag of the point. (Note that the point will be added in the current model only after **synchronize** is called. This behavior holds for all the entities added in the geo module.)

Input: **x**, **y**, **z**, **meshSize**, **tag**

Output: -

Return: integer value

addLine Add a straight line segment between the two points with tags **startTag** and **endTag**. If **tag** is positive, set the tag explicitly; otherwise a new tag is selected automatically. Return the tag of the line.

Input: **startTag**, **endTag**, **tag**

Output: -

Return: integer value

addCircleArc

Add a circle arc (strictly smaller than π) between the two points with tags **startTag** and **endTag**, with center **centerTag**. If **tag** is positive, set the tag explicitly; otherwise a new tag is selected automatically. If **(nx, ny, nz) != (0,0,0)**, explicitly set the plane of the circle arc. Return the tag of the circle arc.

Input: **startTag**, **centerTag**, **endTag**, **tag**, **nx**, **ny**, **nz**

Output: -

Return: integer value

addEllipseArc

Add an ellipse arc (strictly smaller than π) between the two points **startTag** and **endTag**, with center **centerTag** and major axis point **majorTag**. If **tag** is positive, set the tag explicitly; otherwise a new tag is selected automatically. If $(nx, ny, nz) \neq (0,0,0)$, explicitly set the plane of the circle arc. Return the tag of the ellipse arc.

Input: **startTag**, **centerTag**, **majorTag**, **endTag**, **tag**, **nx**, **ny**, **nz**

Output: -

Return: integer value

addSpline

Add a spline (Catmull-Rom) curve going through the points **pointTags**. If **tag** is positive, set the tag explicitly; otherwise a new tag is selected automatically. Create a periodic curve if the first and last points are the same. Return the tag of the spline curve.

Input: **pointTags**, **tag**

Output: -

Return: integer value

addBSpline

Add a cubic b-spline curve with **pointTags** control points. If **tag** is positive, set the tag explicitly; otherwise a new tag is selected automatically. Creates a periodic curve if the first and last points are the same. Return the tag of the b-spline curve.

Input: **pointTags**, **tag**

Output: -

Return: integer value

addBezier

Add a Bezier curve with **pointTags** control points. If **tag** is positive, set the tag explicitly; otherwise a new tag is selected automatically. Return the tag of the Bezier curve.

Input: **pointTags**, **tag**

Output: -

Return: integer value

addCurveLoop

Add a curve loop (a closed wire) formed by the curves **curveTags**. **curveTags** should contain (signed) tags of model entities of dimension 1 forming a closed loop: a negative tag signifies that the underlying curve is considered with reversed orientation. If **tag** is positive, set the tag explicitly; otherwise a new tag is selected automatically. Return the tag of the curve loop.

Input: **curveTags**, **tag**

Output: -
 Return: integer value

addPlaneSurface

Add a plane surface defined by one or more curve loops **wireTags**. The first curve loop defines the exterior contour; additional curve loop define holes. If **tag** is positive, set the tag explicitly; otherwise a new tag is selected automatically. Return the tag of the surface.

Input: **wireTags, tag**
 Output: -
 Return: integer value

addSurfaceFilling

Add a surface filling the curve loops in **wireTags**. Currently only a single curve loop is supported; this curve loop should be composed by 3 or 4 curves only. If **tag** is positive, set the tag explicitly; otherwise a new tag is selected automatically. Return the tag of the surface.

Input: **wireTags, tag, sphereCenterTag**
 Output: -
 Return: integer value

addSurfaceLoop

Add a surface loop (a closed shell) formed by **surfaceTags**. If **tag** is positive, set the tag explicitly; otherwise a new tag is selected automatically. Return the tag of the shell.

Input: **surfaceTags, tag**
 Output: -
 Return: integer value

addVolume

Add a volume (a region) defined by one or more shells **shellTags**. The first surface loop defines the exterior boundary; additional surface loop define holes. If **tag** is positive, set the tag explicitly; otherwise a new tag is selected automatically. Return the tag of the volume.

Input: **shellTags, tag**
 Output: -
 Return: integer value

extrude

Extrude the model entities **dimTags** by translation along (**dx**, **dy**, **dz**). Return extruded entities in **outDimTags**. If **numElements** is not empty, also extrude the mesh: the entries in **numElements** give the number of elements in each layer. If **height** is not empty, it provides the (cumulative) height of the different layers, normalized to 1. If **dx == dy == dz == 0**, the entities are extruded along their normal.

Input: `dimTags, dx, dy, dz, numElements, heights, recombine`
 Output: `outDimTags`
 Return: `-`

revolve Extrude the model entities `dimTags` by rotation of `angle` radians around the axis of revolution defined by the point `(x, y, z)` and the direction `(ax, ay, az)`. The angle should be strictly smaller than π . Return extruded entities in `outDimTags`. If `numElements` is not empty, also extrude the mesh: the entries in `numElements` give the number of elements in each layer. If `height` is not empty, it provides the (cumulative) height of the different layers, normalized to 1.

Input: `dimTags, x, y, z, ax, ay, az, angle, numElements, heights, recombine`
 Output: `outDimTags`
 Return: `-`

twist Extrude the model entities `dimTags` by a combined translation and rotation of `angle` radians, along `(dx, dy, dz)` and around the axis of revolution defined by the point `(x, y, z)` and the direction `(ax, ay, az)`. The angle should be strictly smaller than π . Return extruded entities in `outDimTags`. If `numElements` is not empty, also extrude the mesh: the entries in `numElements` give the number of elements in each layer. If `height` is not empty, it provides the (cumulative) height of the different layers, normalized to 1.

Input: `dimTags, x, y, z, dx, dy, dz, ax, ay, az, angle, numElements, heights, recombine`
 Output: `outDimTags`
 Return: `-`

translate Translate the model entities `dimTags` along `(dx, dy, dz)`.

Input: `dimTags, dx, dy, dz`
 Output: `-`
 Return: `-`

rotate Rotate the model entities `dimTags` of `angle` radians around the axis of revolution defined by the point `(x, y, z)` and the direction `(ax, ay, az)`.

Input: `dimTags, x, y, z, ax, ay, az, angle`
 Output: `-`
 Return: `-`

dilate Scale the model entities `dimTag` by factors `a, b` and `c` along the three coordinate axes; use `(x, y, z)` as the center of the homothetic transformation.

Input: `dimTags, x, y, z, a, b, c`

Output: -

Return: -

symmetrize

Apply a symmetry transformation to the model entities `dimTag`, with respect to the plane of equation $a * x + b * y + c * z + d = 0$.

Input: `dimTags, a, b, c, d`

Output: -

Return: -

copy Copy the entities `dimTags`; the new entities are returned in `outDimTags`.

Input: `dimTags`

Output: `outDimTags`

Return: -

remove Remove the entities `dimTags`. If `recursive` is true, remove all the entities on their boundaries, down to dimension 0.

Input: `dimTags, recursive`

Output: -

Return: -

removeAllDuplicates

Remove all duplicate entities (different entities at the same geometrical location).

Input: -

Output: -

Return: -

synchronize

Synchronize the built-in CAD representation with the current Gmsh model. This can be called at any time, but since it involves a non trivial amount of processing, the number of synchronization points should normally be minimized.

Input: -

Output: -

Return: -

D.7 Namespace `gmsh/model/geo/mesh`: built-in CAD kernel meshing constraints

setSize Set a mesh size constraint on the model entities `dimTags`. Currently only entities of dimension 0 (points) are handled.

Input: `dimTags, size`

Output: -

Return: -

`setTransfiniteCurve`

Set a transfinite meshing constraint on the curve `tag`, with `numNodes` nodes distributed according to `meshType` and `coef`. Currently supported types are "Progression" (geometrical progression with power `coef`) and "Bump" (refinement toward both extremities of the curve).

Input: `tag, nPoints, meshType, coef`

Output: -

Return: -

`setTransfiniteSurface`

Set a transfinite meshing constraint on the surface `tag`. `arrangement` describes the arrangement of the triangles when the surface is not flagged as recombined: currently supported values are "Left", "Right", "AlternateLeft" and "AlternateRight". `cornerTags` can be used to specify the (3 or 4) corners of the transfinite interpolation explicitly; specifying the corners explicitly is mandatory if the surface has more than 3 or 4 points on its boundary.

Input: `tag, arrangement, cornerTags`

Output: -

Return: -

`setTransfiniteVolume`

Set a transfinite meshing constraint on the surface `tag`. `cornerTags` can be used to specify the (6 or 8) corners of the transfinite interpolation explicitly.

Input: `tag, cornerTags`

Output: -

Return: -

`setRecombine`

Set a recombination meshing constraint on the model entity of dimension `dim` and tag `tag`. Currently only entities of dimension 2 (to recombine triangles into quadrangles) are supported.

Input: `dim, tag, angle`

Output: -

Return: -

`setSmoothing`

Set a smoothing meshing constraint on the model entity of dimension `dim` and tag `tag`. `val` iterations of a Laplace smoother are applied.

Input: `dim, tag, val`

Output: -

Return: -

setReverse

Set a reverse meshing constraint on the model entity of dimension **dim** and tag **tag**. If **val** is true, the mesh orientation will be reversed with respect to the natural mesh orientation (i.e. the orientation consistent with the orientation of the geometry). If **val** is false, the mesh is left as-is.

Input: **dim, tag, val**

Output: -

Return: -

D.8 Namespace gmsh/model/occ: OpenCASCADE CAD kernel functions

addPoint Add a geometrical point in the OpenCASCADE CAD representation, at coordinates (**x**, **y**, **z**). If **meshSize** is > 0, add a meshing constraint at that point. If **tag** is positive, set the tag explicitly; otherwise a new tag is selected automatically. Return the tag of the point. (Note that the point will be added in the current model only after **synchronize** is called. This behavior holds for all the entities added in the occ module.)

Input: **x, y, z, meshSize, tag**

Output: -

Return: integer value

addLine Add a straight line segment between the two points with tags **startTag** and **endTag**. If **tag** is positive, set the tag explicitly; otherwise a new tag is selected automatically. Return the tag of the line.

Input: **startTag, endTag, tag**

Output: -

Return: integer value

addCircleArc

Add a circle arc between the two points with tags **startTag** and **endTag**, with center **centerTag**. If **tag** is positive, set the tag explicitly; otherwise a new tag is selected automatically. Return the tag of the circle arc.

Input: **startTag, centerTag, endTag, tag**

Output: -

Return: integer value

addCircle

Add a circle of center (**x**, **y**, **z**) and radius **r**. If **tag** is positive, set the tag explicitly; otherwise a new tag is selected automatically. If **angle1** and **angle2** are specified, create a circle arc between the two angles. Return the tag of the circle.

Input: `x, y, z, r, tag, angle1, angle2`

Output: -

Return: integer value

`addEllipseArc`

Add an ellipse arc between the two points `startTag` and `endTag`, with center `centerTag` and major axis point `majorTag`. If `tag` is positive, set the tag explicitly; otherwise a new tag is selected automatically. Return the tag of the ellipse arc. Note that OpenCASCADE does not allow creating ellipse arcs with the major radius smaller than the minor radius.

Input: `startTag, centerTag, majorTag, endTag, tag`

Output: -

Return: integer value

`addEllipse`

Add an ellipse of center `(x, y, z)` and radii `r1` and `r2` along the x- and y-axes respectively. If `tag` is positive, set the tag explicitly; otherwise a new tag is selected automatically. If `angle1` and `angle2` are specified, create an ellipse arc between the two angles. Return the tag of the ellipse. Note that OpenCASCADE does not allow creating ellipses with the major radius (along the x-axis) smaller than or equal to the minor radius (along the y-axis): rotate the shape or use `addCircle` in such cases.

Input: `x, y, z, r1, r2, tag, angle1, angle2`

Output: -

Return: integer value

`addSpline`

Add a spline (C2 b-spline) curve going through the points `pointTags`. If `tag` is positive, set the tag explicitly; otherwise a new tag is selected automatically. Create a periodic curve if the first and last points are the same. Return the tag of the spline curve.

Input: `pointTags, tag`

Output: -

Return: integer value

`addBSpline`

Add a b-spline curve of degree `degree` with `pointTags` control points. If `weights`, `knots` or `multiplicities` are not provided, default parameters are computed automatically. If `tag` is positive, set the tag explicitly; otherwise a new tag is selected automatically. Create a periodic curve if the first and last points are the same. Return the tag of the b-spline curve.

Input: `pointTags, tag, degree, weights, knots, multiplicities`

Output: -

Return: integer value

addBezier

Add a Bezier curve with **pointTags** control points. If **tag** is positive, set the tag explicitly; otherwise a new tag is selected automatically. Return the tag of the Bezier curve.

Input: **pointTags, tag**

Output: -

Return: integer value

addWire Add a wire (open or closed) formed by the curves **curveTags**. Note that an OpenCASCADE wire can be made of curves that share geometrically identical (but topologically different) points. If **tag** is positive, set the tag explicitly; otherwise a new tag is selected automatically. Return the tag of the wire.

Input: **curveTags, tag, checkClosed**

Output: -

Return: integer value

addCurveLoop

Add a curve loop (a closed wire) formed by the curves **curveTags**. **curveTags** should contain tags of curves forming a closed loop. Note that an OpenCASCADE curve loop can be made of curves that share geometrically identical (but topologically different) points. If **tag** is positive, set the tag explicitly; otherwise a new tag is selected automatically. Return the tag of the curve loop.

Input: **curveTags, tag**

Output: -

Return: integer value

addRectangle

Add a rectangle with lower left corner at (x, y, z) and upper right corner at $(x + dx, y + dy, z)$. If **tag** is positive, set the tag explicitly; otherwise a new tag is selected automatically. Round the corners if **roundedRadius** is nonzero. Return the tag of the rectangle.

Input: **x, y, z, dx, dy, tag, roundedRadius**

Output: -

Return: integer value

addDisk Add a disk with center (xc, yc, zc) and radius **rx** along the x-axis and **ry** along the y-axis. If **tag** is positive, set the tag explicitly; otherwise a new tag is selected automatically. Return the tag of the disk.

Input: **xc, yc, zc, rx, ry, tag**

Output: -

Return: integer value

addPlaneSurface

Add a plane surface defined by one or more curve loops (or closed wires) **wireTags**. The first curve loop defines the exterior contour; additional curve loop define holes. If **tag** is positive, set the tag explicitly; otherwise a new tag is selected automatically. Return the tag of the surface.

Input: **wireTags, tag**

Output: -

Return: integer value

addSurfaceFilling

Add a surface filling the curve loops in **wireTags**. If **tag** is positive, set the tag explicitly; otherwise a new tag is selected automatically. Return the tag of the surface. If **pointTags** are provided, force the surface to pass through the given points.

Input: **wireTag, tag, pointTags**

Output: -

Return: integer value

addSurfaceLoop

Add a surface loop (a closed shell) formed by **surfaceTags**. If **tag** is positive, set the tag explicitly; otherwise a new tag is selected automatically. Return the tag of the surface loop. Setting **sewing** allows to build a shell made of surfaces that share geometrically identical (but topologically different) curves.

Input: **surfaceTags, tag, sewing**

Output: -

Return: integer value

addVolume

Add a volume (a region) defined by one or more surface loops **shellTags**. The first surface loop defines the exterior boundary; additional surface loop define holes. If **tag** is positive, set the tag explicitly; otherwise a new tag is selected automatically. Return the tag of the volume.

Input: **shellTags, tag**

Output: -

Return: integer value

addSphere

Add a sphere of center (**xc, yc, zc**) and radius **r**. The optional **angle1** and **angle2** arguments define the polar angle opening (from $-\pi/2$ to $\pi/2$). The optional **angle3** argument defines the azimuthal opening (from 0 to 2π). If **tag** is positive, set the tag explicitly; otherwise a new tag is selected automatically. Return the tag of the sphere.

Input: **xc, yc, zc, radius, tag, angle1, angle2, angle3**

	Output: -
	Return: integer value
addBox	Add a parallelepipedic box defined by a point (x, y, z) and the extents along the x-, y- and z-axes. If tag is positive, set the tag explicitly; otherwise a new tag is selected automatically. Return the tag of the box.
	Input: x, y, z, dx, dy, dz, tag
	Output: -
	Return: integer value
addCylinder	Add a cylinder, defined by the center (x, y, z) of its first circular face, the 3 components (dx, dy, dz) of the vector defining its axis and its radius r . The optional angle argument defines the angular opening (from 0 to 2π). If tag is positive, set the tag explicitly; otherwise a new tag is selected automatically. Return the tag of the cylinder.
	Input: $x, y, z, dx, dy, dz, r, tag, angle$
	Output: -
	Return: integer value
addCone	Add a cone, defined by the center (x, y, z) of its first circular face, the 3 components of the vector (dx, dy, dz) defining its axis and the two radii $r1$ and $r2$ of the faces (these radii can be zero). If tag is positive, set the tag explicitly; otherwise a new tag is selected automatically. angle defines the optional angular opening (from 0 to 2π). Return the tag of the cone.
	Input: $x, y, z, dx, dy, dz, r1, r2, tag, angle$
	Output: -
	Return: integer value
addWedge	Add a right angular wedge, defined by the right-angle point (x, y, z) and the 3 extends along the x-, y- and z-axes (dx, dy, dz) . If tag is positive, set the tag explicitly; otherwise a new tag is selected automatically. The optional argument ltx defines the top extent along the x-axis. Return the tag of the wedge.
	Input: $x, y, z, dx, dy, dz, tag, ltx$
	Output: -
	Return: integer value
addTorus	Add a torus, defined by its center (x, y, z) and its 2 radii r and $r2$. If tag is positive, set the tag explicitly; otherwise a new tag is selected automatically. The optional argument angle defines the angular opening (from 0 to 2π). Return the tag of the wedge.
	Input: $x, y, z, r1, r2, tag, angle$
	Output: -

Return: integer value

addThruSections

Add a volume (if the optional argument `makeSolid` is set) or surfaces defined through the open or closed wires `wireTags`. If `tag` is positive, set the tag explicitly; otherwise a new tag is selected automatically. The new entities are returned in `outDimTags`. If the optional argument `makeRuled` is set, the surfaces created on the boundary are forced to be ruled surfaces.

Input: `wireTags`, `tag`, `makeSolid`, `makeRuled`

Output: `outDimTags`

Return: -

addThickSolid

Add a hollowed volume built from an initial volume `volumeTag` and a set of faces from this volume `excludeSurfaceTags`, which are to be removed. The remaining faces of the volume become the walls of the hollowed solid, with thickness `offset`. If `tag` is positive, set the tag explicitly; otherwise a new tag is selected automatically.

Input: `volumeTag`, `excludeSurfaceTags`, `offset`, `tag`

Output: `outDimTags`

Return: -

extrude Extrude the model entities `dimTags` by translation along (`dx`, `dy`, `dz`). Return extruded entities in `outDimTags`. If `numElements` is not empty, also extrude the mesh: the entries in `numElements` give the number of elements in each layer. If `height` is not empty, it provides the (cumulative) height of the different layers, normalized to 1.

Input: `dimTags`, `dx`, `dy`, `dz`, `numElements`, `heights`, `recombine`

Output: `outDimTags`

Return: -

revolve Extrude the model entities `dimTags` by rotation of `angle` radians around the axis of revolution defined by the point (`x`, `y`, `z`) and the direction (`ax`, `ay`, `az`). Return extruded entities in `outDimTags`. If `numElements` is not empty, also extrude the mesh: the entries in `numElements` give the number of elements in each layer. If `height` is not empty, it provides the (cumulative) height of the different layers, normalized to 1. When the mesh is extruded the angle should be strictly smaller than 2π .

Input: `dimTags`, `x`, `y`, `z`, `ax`, `ay`, `az`, `angle`, `numElements`, `heights`, `recombine`

Output: `outDimTags`

Return: -

addPipe Add a pipe by extruding the entities `dimTags` along the wire `wireTag`. Return the pipe in `outDimTags`.

	Input: <code>dimTags, wireTag</code> Output: <code>outDimTags</code> Return: <code>-</code>
<code>fillet</code>	<p>Fillet the volumes <code>volumeTags</code> on the curves <code>curveTags</code> with radii <code>radii</code>. The <code>radii</code> vector can either contain a single radius, as many radii as <code>curveTags</code>, or twice as many as <code>curveTags</code> (in which case different radii are provided for the begin and end points of the curves). Return the filleted entities in <code>outDimTags</code>. Remove the original volume if <code>removeVolume</code> is set.</p> <p>Input: <code>volumeTags, curveTags, radii, removeVolume</code> Output: <code>outDimTags</code> Return: <code>-</code></p>
<code>chamfer</code>	<p>Chamfer the volumes <code>volumeTags</code> on the curves <code>curveTags</code> with distances <code>distances</code> measured on surfaces <code>surfaceTags</code>. The <code>distances</code> vector can either contain a single distance, as many distances as <code>curveTags</code> and <code>surfaceTags</code>, or twice as many as <code>curveTags</code> and <code>surfaceTags</code> (in which case the first in each pair is measured on the corresponding surface in <code>surfaceTags</code>, the other on the other adjacent surface). Return the chamfered entities in <code>outDimTags</code>. Remove the original volume if <code>removeVolume</code> is set.</p> <p>Input: <code>volumeTags, curveTags, surfaceTags, distances, removeVolume</code> Output: <code>outDimTags</code> Return: <code>-</code></p>
<code>fuse</code>	<p>Compute the boolean union (the fusion) of the entities <code>objectDimTags</code> and <code>toolDimTags</code>. Return the resulting entities in <code>outDimTags</code>. If <code>tag</code> is positive, try to set the tag explicitly (only valid if the boolean operation results in a single entity). Remove the object if <code>removeObject</code> is set. Remove the tool if <code>removeTool</code> is set.</p> <p>Input: <code>objectDimTags, toolDimTags, tag, removeObject, removeTool</code> Output: <code>outDimTags, outDimTagsMap</code> Return: <code>-</code></p>
<code>intersect</code>	<p>Compute the boolean intersection (the common parts) of the entities <code>objectDimTags</code> and <code>toolDimTags</code>. Return the resulting entities in <code>outDimTags</code>. If <code>tag</code> is positive, try to set the tag explicitly (only valid if the boolean operation results in a single entity). Remove the object if <code>removeObject</code> is set. Remove the tool if <code>removeTool</code> is set.</p> <p>Input: <code>objectDimTags, toolDimTags, tag, removeObject, removeTool</code> Output: <code>outDimTags, outDimTagsMap</code> Return: <code>-</code></p>

- cut** Compute the boolean difference between the entities `objectDimTags` and `toolDimTags`. Return the resulting entities in `outDimTags`. If `tag` is positive, try to set the tag explicitly (only valid if the boolean operation results in a single entity). Remove the object if `removeObject` is set. Remove the tool if `removeTool` is set.
- Input: `objectDimTags, toolDimTags, tag, removeObject, removeTool`
- Output: `outDimTags, outDimTagsMap`
- Return: -
- fragment** Compute the boolean fragments (general fuse) of the entities `objectDimTags` and `toolDimTags`. Return the resulting entities in `outDimTags`. If `tag` is positive, try to set the tag explicitly (only valid if the boolean operation results in a single entity). Remove the object if `removeObject` is set. Remove the tool if `removeTool` is set.
- Input: `objectDimTags, toolDimTags, tag, removeObject, removeTool`
- Output: `outDimTags, outDimTagsMap`
- Return: -
- translate** Translate the model entities `dimTags` along (dx, dy, dz) .
- Input: `dimTags, dx, dy, dz`
- Output: -
- Return: -
- rotate** Rotate the model entities `dimTags` of `angle` radians around the axis of revolution defined by the point (x, y, z) and the direction (ax, ay, az) .
- Input: `dimTags, x, y, z, ax, ay, az, angle`
- Output: -
- Return: -
- dilate** Scale the model entities `dimTag` by factors `a`, `b` and `c` along the three coordinate axes; use (x, y, z) as the center of the homothetic transformation.
- Input: `dimTags, x, y, z, a, b, c`
- Output: -
- Return: -
- symmetrize** Apply a symmetry transformation to the model entities `dimTag`, with respect to the plane of equation $a * x + b * y + c * z + d = 0$.
- Input: `dimTags, a, b, c, d`
- Output: -
- Return: -

affineTransform

Apply a general affine transformation matrix **a** (16 entries of a 4x4 matrix, by row; only the 12 first can be provided for convenience) to the model entities **dimTag**.

Input: **dimTags, a**

Output: -

Return: -

copy Copy the entities **dimTags**; the new entities are returned in **outDimTags**.

Input: **dimTags**

Output: **outDimTags**

Return: -

remove Remove the entities **dimTags**. If **recursive** is true, remove all the entities on their boundaries, down to dimension 0.

Input: **dimTags, recursive**

Output: -

Return: -

removeAllDuplicates

Remove all duplicate entities (different entities at the same geometrical location) after intersecting (using boolean fragments) all highest dimensional entities.

Input: -

Output: -

Return: -

healShapes

Apply various healing procedures to the entities **dimTags** (or to all the entities in the model if **dimTags** is empty). Return the healed entities in **outDimTags**. Available healing options are listed in the Gmsh reference manual.

Input: **dimTags, tolerance, fixDegenerated, fixSmallEdges, fixSmallFaces, sewFaces**

Output: **outDimTags**

Return: -

importShapes

Import BREP, STEP or IGES shapes from the file **fileName**. The imported entities are returned in **outDimTags**. If the optional argument **highestDimOnly** is set, only import the highest dimensional entities in the file. The optional argument **format** can be used to force the format of the file (currently "brep", "step" or "iges").

Input: **fileName, highestDimOnly, format**

Output: `outDimTags`

Return: -

`importShapesNativePointer`

Imports an OpenCASCADE `shape` by providing a pointer to a native OpenCASCADE `TopoDS_Shape` object (passed as a pointer to void). The imported entities are returned in `outDimTags`. If the optional argument `highestDimOnly` is set, only import the highest dimensional entities in `shape`. For C and C++ only. Warning: this function is unsafe, as providing an invalid pointer will lead to undefined behavior.

Input: `shape, highestDimOnly`

Output: `outDimTags`

Return: -

`setMeshSize`

Set a mesh size constraint on the model entities `dimTags`. Currently only entities of dimension 0 (points) are handled.

Input: `dimTags, size`

Output: -

Return: -

`getMass` Get the mass of the model entity of dimension `dim` and tag `tag`.

Input: `dim, tag`

Output: `mass`

Return: -

`getCenterOfMass`

Get the center of mass of the model entity of dimension `dim` and tag `tag`.

Input: `dim, tag`

Output: `x, y, z`

Return: -

`getMatrixOfInertia`

Get the matrix of inertia (by row) of the model entity of dimension `dim` and tag `tag`.

Input: `dim, tag`

Output: `mat`

Return: -

`synchronize`

Synchronize the OpenCASCADE CAD representation with the current Gmsh model. This can be called at any time, but since it involves a non trivial amount of processing, the number of synchronization points should normally be minimized.

Input: -
 Output: -
 Return: -

D.9 Namespace `gmsh/view`: post-processing view functions

add Add a new post-processing view, with name **name**. If **tag** is positive use it (and remove the view with that tag if it already exists), otherwise associate a new tag. Return the view tag.

Input: **name, tag**
 Output: -
 Return: integer value

remove Remove the view with tag **tag**.

Input: **tag**
 Output: -
 Return: -

getIndex Get the index of the view with tag **tag** in the list of currently loaded views. This dynamic index (it can change when views are removed) is used to access view options.

Input: **tag**
 Output: -
 Return: integer value

getTags Get the tags of all views.

Input: -
 Output: **tags**
 Return: -

addModelData

Add model-based post-processing data to the view with tag **tag**. **modelName** identifies the model the data is attached to. **dataType** specifies the type of data, currently either "NodeData", "ElementData" or "ElementNodeData". **step** specifies the identifier (≥ 0) of the data in a sequence. **tags** gives the tags of the nodes or elements in the mesh to which the data is associated. **data** is a vector of the same length as **tags**: each entry is the vector of double precision numbers representing the data associated with the corresponding tag. The optional **time** argument associate a time value with the data. **numComponents** gives the number of data components (1 for scalar data, 3 for vector data, etc.) per entity; if negative, it is automatically inferred (when possible) from the input data. **partition** allows to specify data in several sub-sets.

Input: `tag, step, modelName, dataType, tags, data, time, numComponents, partition`

Output: -

Return: -

`getModelData`

Get model-based post-processing data from the view with tag `tag` at step `step`. Return the `data` associated to the nodes or the elements with tags `tags`, as well as the `dataType` and the number of components `numComponents`.

Input: `tag, step`

Output: `dataType, tags, data, time, numComponents`

Return: -

`addListData`

Add list-based post-processing data to the view with tag `tag`. `dataType` identifies the data: "SP" for scalar points, "VP", for vector points, etc. `numEle` gives the number of elements in the data. `data` contains the data for the `numEle` elements.

Input: `tag, dataType, numEle, data`

Output: -

Return: -

`getListData`

Get list-based post-processing data from the view with tag `tag`. Return the types `dataTypes`, the number of elements `numElements` for each data type and the `data` for each data type.

Input: `tag`

Output: `dataType, numElements, data`

Return: -

`addAlias` Add a post-processing view as an `alias` of the reference view with tag `refTag`. If `copyOptions` is set, copy the options of the reference view. If `tag` is positive use it (and remove the view with that tag if it already exists), otherwise associate a new tag. Return the view tag.

Input: `refTag, copyOptions, tag`

Output: -

Return: integer value

`copyOptions`

Copy the options from the view with tag `refTag` to the view with tag `tag`.

Input: `refTag, tag`

Output: -

	Return: -
combine	Combine elements (if what == "elements") or steps (if what == "steps") of all views (how == "all"), all visible views (how == "visible") or all views having the same name (how == "name"). Remove original views if remove is set. Input: what, how, remove Output: - Return: -
probe	Probe the view tag for its value at point (x, y, z). Return only the value at step step is step is positive. Return only values with numComp if numComp is positive. Return the gradient of the value if gradient is set. Probes with a geometrical tolerance (in the reference unit cube) of tolerance if tolerance is not zero. Return the result from the element described by its coordinates if xElementCoord, yElementCoord and zElementCoord are provided. Input: tag, x, y, z, step, numComp, gradient, tolerance, xElemCoord, yElemCoord, zElemCoord Output: value Return: -
write	Write the view to a file fileName . The export format is determined by the file extension. Append to the file if append is set. Input: tag, fileName, append Output: - Return: -

D.10 Namespace gmsh/plugin: plugin functions

setNumber	Set the numerical option option to the value value for plugin name . Input: name, option, value Output: - Return: -
setString	Set the string option option to the value value for plugin name . Input: name, option, value Output: - Return: -
run	Run the plugin name . Input: name Output: - Return: -

D.11 Namespace `gmsh/graphics`: graphics functions

draw Draw all the OpenGL scenes.

Input: -

Output: -

Return: -

D.12 Namespace `gmsh/ltk`: FLTK graphical user interface functions

initialize

Create the FLTK graphical user interface. Can only be called in the main thread.

Input: -

Output: -

Return: -

wait Wait at most `time` seconds for user interface events and return. If `time < 0`, wait indefinitely. First automatically create the user interface if it has not yet been initialized. Can only be called in the main thread.

Input: `time`

Output: -

Return: -

update Update the user interface (potentially creating new widgets and windows). First automatically create the user interface if it has not yet been initialized. Can only be called in the main thread: use `awake("update")` to trigger an update of the user interface from another thread.

Input: -

Output: -

Return: -

awake Awake the main user interface thread and process pending events, and optionally perform an action (currently the only `action` allowed is "update").

Input: `action`

Output: -

Return: -

lock Block the current thread until it can safely modify the user interface.

Input: -

Output: -

Return: -

unlock	Release the lock that was set using <code>lock</code> .
	Input: -
	Output: -
	Return: -
run	Run the event loop of the graphical user interface, i.e. repeatedly calls <code>wait()</code> . First automatically create the user interface if it has not yet been initialized. Can only be called in the main thread.
	Input: -
	Output: -
	Return: -
selectEntities	Select entities in the user interface. If <code>dim</code> is ≥ 0 , return only the entities of the specified dimension (e.g. points if <code>dim == 0</code>).
	Input: <code>dim</code>
	Output: <code>dimTags</code>
	Return: integer value
selectElements	Select elements in the user interface.
	Input: -
	Output: <code>elementTags</code>
	Return: integer value
selectViews	Select views in the user interface.
	Input: -
	Output: <code>viewTags</code>
	Return: integer value

D.13 Namespace `gmsh/onedlab`: ONELAB server functions

set	Set one or more parameters in the ONELAB database, encoded in <code>format</code> .
	Input: <code>data, format</code>
	Output: -
	Return: -
get	Get all the parameters (or a single one if <code>name</code> is specified) from the ONELAB database, encoded in <code>format</code> .
	Input: <code>name, format</code>

Output: **data**

Return: -

setNumber

Set the value of the number parameter **name** in the ONELAB database. Create the parameter if it does not exist; update the value if the parameter exists.

Input: **name, value**

Output: -

Return: -

setString

Set the value of the string parameter **name** in the ONELAB database. Create the parameter if it does not exist; update the value if the parameter exists.

Input: **name, value**

Output: -

Return: -

getNumber

Get the value of the number parameter **name** from the ONELAB database. Return an empty vector if the parameter does not exist.

Input: **name**

Output: **value**

Return: -

getString

Get the value of the string parameter **name** from the ONELAB database. Return an empty vector if the parameter does not exist.

Input: **name**

Output: **value**

Return: -

clear

Clear the ONELAB database, or remove a single parameter if **name** is given.

Input: **name**

Output: -

Return: -

run

Run a ONELAB client. If **name** is provided, create a new ONELAB client with name **name** and executes **command**. If not, try to run a client that might be linked to the processed input files.

Input: **name, command**

Output: -

Return: -

D.14 Namespace gmsh/logger: information logging functions

write Write a `message`. `level` can be "info", "warning" or "error".

Input: `message`, `level`

Output: -

Return: -

start Start logging messages.

Input: -

Output: -

Return: -

get Get logged messages.

Input: -

Output: `log`

Return: -

stop Stop logging messages.

Input: -

Output: -

Return: -

time Return wall clock time.

Input: -

Output: -

Return: floating point value

cputime Return CPU time.

Input: -

Output: -

Return: floating point value

Appendix E Information for developers

Gmsh is written in C++, the scripting language is parsed using Lex and Yacc (actually, Flex and Bison), and the GUI relies on OpenGL for the 3D graphics and FLTK (<http://www.fltk.org>) for the widgets (menus, buttons, etc.). Gmsh's build system is based on CMake (<http://www.cmake.org>). Practical notes on how to compile Gmsh's source code are provided in Appendix C [Compiling the source code], page 247 (see also Appendix F [Frequently asked questions], page 301).

This section is for developers who would like to contribute directly to the Gmsh source code. Gmsh's official Git repository is located at <https://gitlab.onelab.info/gmsh/gmsh>. The wiki (<https://gitlab.onelab.info/gmsh/gmsh/wikis/Git-cheat-sheet>) contains instructions on how to create feature branches and submit merge requests.

E.1 Source code structure

Gmsh's code is structured in several subdirectories, roughly separated between the four core modules (**Geo**, **Mesh**, **Solver**, **Post**) and associated utilities (**Common**, **Numeric**) on one hand, and the graphics (**Graphics**) and interface (**Fltk**, **Parser**, **api**) code on the other.

The geometry module is based on a model class (**Geo/GModel.h**), and abstract entity classes for geometrical points (**Geo/GVertex.h**), curves (**Geo/GEdge.h**), surfaces (**Geo/GFace.h**) and volumes (**Geo/GRegion.h**). Concrete implementations of these classes are provided for each supported CAD kernel (e.g. **Geo/gmshVertex.h** for points in Gmsh's built-in CAD kernel, or **Geo/OCCVertex.h** for points from OpenCASCADE). All these elementary model entities derive from **Geo/GEntity.h**. Physical groups are simply stored as integer tags in the entities.

A mesh is composed of elements: mesh points (**Geo/MPoint.h**), lines (**Geo/MLine.h**), triangles (**Geo/MTriangle.h**), quadrangles (**Geo/MQuadrangle.h**), tetrahedra (**Geo/MTetrahedron.h**), etc. All the mesh elements are derived from **Geo/MElement.h**, and are stored in the corresponding model entities: one mesh point per geometrical point, mesh lines in geometrical curves, triangles and quadrangles in surfaces, etc. The elements are defined in terms of their nodes (**Geo/MVertex.h**). Each model entity stores only its internal nodes: nodes on boundaries or on embedded entities are stored in the associated bounding/embedded entity.

The post-processing module is based on the concept of views (**Post/PView.h**) and abstract data containers (derived from **Post/PViewData.h**). Data can be either mesh-based (**Post/PViewDataGModel.h**), in which case the view is linked to one or more models, or list-based (**Post/PViewDataLis.h**), in which case all the relevant geometrical information is self-contained in the view.

E.2 Coding style

If you plan to contribute code to the Gmsh project, here are some easy rules to make the code easy to read/debug/maintain:

- See <https://gitlab.onelab.info/gmsh/gmsh/wikis/Git-cheat-sheet> for instructions on how to contribute to Gmsh's Git source code repository. All branches are tested; make sure that all tests pass and that your code does not produce any warnings before submitting merge requests.

- Follow the style used in the existing code when adding something new: indent using 2 spaces (never use tabs!), put 1 space after commas, put opening braces for functions on a separate line, opening braces for loops and tests on the same line, etc. You can use the `clang-format` tool to apply these rules automatically (the rules are defined in the `.clang-format` file.)
- Always use the `Msg::` class to print information or errors
- Use memory checking tools to detect memory leaks and other nasty memory problems. For example, on Linux you can use `valgrind --leak-check=full gmsh file.geo -3`.

E.3 Adding a new option

To add a new option in Gmsh:

1. create the option in the `CTX` class (`Common/Context.h` if it's a classical option, or in the `PViewOptions` class (`Post/PViewOptions.h`) if it's a post-processing view-dependent option;
2. in `Common/DefaultOptions.h`, give a name (for the parser to be able to access it), a reference to a handling routine (i.e. `opt_XXX`) and a default value for this option;
3. create the handling routine `opt_XXX` in `Common/Options.cpp` (and add the prototype in `Common/Options.h`);
4. optional: create the associated widget in `Fltk/optionWindow.h`;

Appendix F Frequently asked questions

F.1 The basics

1. What is Gmsh?

Gmsh is an automatic three-dimensional finite element mesh generator with built-in pre- and post-processing facilities. With Gmsh you can create or import 1D, 2D and 3D geometrical models, mesh them, launch external finite element solvers and visualize solutions. Gmsh can be used either as a stand-alone program (graphical or not) or as a library to integrate in C++, C, Python or Julia codes.

2. What are the terms and conditions of use?

Gmsh is distributed under the terms of the GNU General Public License, with an exception to allow for easier linking with external libraries. See [Appendix I \[License\]](#), [page 331](#) for more information.

3. What does 'Gmsh' mean?

Nothing... The name was derived from a previous version called “msh” (a shortcut for “mesh”), with the “g” prefix added to differentiate it. The default mesh file format used by Gmsh still uses the ‘.msh’ extension.

In English people tend to pronounce ‘Gmsh’ as “gee-mesh”.

4. Can I embed 'Gmsh' in my own software?

Yes, using the Gmsh API (see [Appendix D \[Gmsh API\]](#), [page 251](#)). See [\[Copying conditions\]](#), [page 3](#) for the licensing constraints.

5. Where can I find more information?

<http://gmsh.info> is the primary location to obtain information about Gmsh. There you will for example find the complete reference manual, a [bug tracking database](#) and a searchable archive of the Gmsh mailing list (gmsh@onelab.info).

F.2 Installation problems

1. Which OSes does Gmsh run on?

Gmsh runs on Windows, Mac OS X, Linux and most Unix variants. Gmsh is also available as part of the ONELAB package on Android and iOS tablets and phones.

2. Are there additional requirements to run Gmsh?

You should have the OpenGL libraries installed on your system, and in the path of the library loader. A free replacement for OpenGL can be found at <http://www.mesa3d.org>.

3. How do I compile Gmsh from the source code?

You need cmake (<http://www.cmake.org>) and a C++ compiler. See [Appendix C \[Compiling the source code\]](#), [page 247](#) for more information.

4. Where does Gmsh save its configuration files?

Gmsh will attempt to save temporary files and persistent configuration options first in the \$GMSH_HOME directory, then in \$APPDATA (on Windows) or \$HOME (on other OSes), then in \$TMP, and finally in \$TEMP, in that order. If none of these variables are defined, Gmsh will try to save/load its configuration files from the current working directory.

F.3 General questions

1. Gmsh (from a binary distribution) complains about missing libraries.
 On Windows, if your system complains about missing ‘`OPENGL32.DLL`’ or ‘`GLU32.DLL`’ libraries, then OpenGL is not properly installed on your machine. You can download OpenGL from Microsoft’s web site, or directly from <http://www.opengl.org>.
 On Unix try ‘`ldd gmsh`’ (or ‘`otool -L gmsh`’ on Mac OS X) to check if all the required shared libraries are installed on your system. If not, install them. If it still doesn’t work, recompile Gmsh from the source code.
2. Gmsh keeps re-displaying its graphics when other windows partially hide the graphical window.
 Disable opaque move in your window manager.
3. The graphics display very slowly.
 Are you are executing Gmsh from a remote host (via the network) without GLX? You should turn double buffering off (with the ‘`-nodb`’ command line option).
4. There is an ugly “ghost triangulation” in the vector PostScript/PDF files generated by Gmsh!
 No, there isn’t. This “ghost triangulation” is due to the fact that most PostScript previewers nowadays antialias the graphic primitives when they display the page on screen. (For example, in gv, you can disable antialiasing with the ‘`State->Antialias`’ menu.) You should not see this ghost triangulation in the printed output (on paper).
5. How can I save GIF, JPEG, ..., images?
 Just choose the appropriate format in ‘`File->Export`’. By default Gmsh guesses the format from the file extension, so you can just type ‘`myfile.jpg`’ in the dialog and Gmsh will automatically create a JPEG image file.
6. How save high-resolution images?
 You can specify the dimension in the dialog (e.g. set the width of the image to 5000 pixels; leaving one dimension negative will rescale using the natural aspect ratio), or through the `Print.Width` and `Print.Height` options. The maximum image size is graphics hardware dependent.
7. How can I save MPEG, AVI, ..., animations?
 You can create simple MPEG animations by choosing MPEG as the format in ‘`File->Export`’: this allows you to loop over time steps or post-processing data sets, or to change parameters according to `Print.Parameter`. To create fully customized animations or to use different output formats (AVI, MP4, etc.) you should write a script. Have a look at [Section A.8 \[t8.geo\]](#), page 149 or [demos/post_processing/anim.script](#) for some examples.
8. Can I change values in input fields with the mouse in the GUI?
 Yes: dragging the mouse in a numeric input field slides the value! The left button moves one step per pixel, the middle by ‘`10*step`’, and the right button by ‘`100*step`’.
9. Can I copy messages to the clipboard?
 Yes: selecting the content of an input field, or lines in the message console (‘`Tools->Message Console`’), copies the selected text to the clipboard.

F.4 Geometry module

1. Does Gmsh support trimmed NURBS surfaces?

Yes, but only with the OpenCASCADE kernel.

2. Gmsh is very slow when I use many transformations (Translate, Rotate, Symmetry, Extrude, etc.) with the built-in CAD kernel. What's wrong?

The default behavior of Gmsh is to check and suppress all duplicate entities (points, curves and surfaces) each time a transformation command is issued with the built-in CAD kernel. This can slow down things a lot if many transformations are performed. There are two solutions to this problem:

- you may save the unrolled geometry in another file (e.g. with `gmsh file.geo -o`), and use this new file for subsequent computations;
- or you may set the `Geometry.AutoCoherence` option to 0. This will prevent any automatic duplicate check/replacement. If you still need to remove the duplicates entities, simply add `Coherence`; at strategic locations in your geo files (e.g. before the creation of curve loops, etc.).

3. How can I display only selected parts of my model?

Use 'Tools->Visibility'. This allows you to select elementary entities and physical groups, as well as mesh elements, in a variety of ways (in a list or tree browser, by tag, interactively, or per window).

4. Can I edit STEP/IGES/BRep models?

Yes: with the OpenCASCADE kernel (`SetFactory("OpenCASCADE");`), load the file (`Merge "file.step";` or `ShapeFromFile("file.step");`) and add the relevant scripting commands after that to delete parts, create new parts or apply boolean operators. See e.g. [demos/boolean/import.geo](#).

5. Why are there surfaces missing when I export a STEP as an unrolled .geo file?

You should *not* export STEP models as .geo files. By design, Gmsh never translates from one CAD format to another. The “unrolled GEO” feature is there for unrolling complex GEO scripts. While it can indeed export a limited subset of geometrical entities created by other CAD kernels, it's there only for debugging purposes. If you want to modify a STEP model, see the previous question.

6. How can I build modular geometries?

Define common geometrical objects and options in separate files or using `Macro`, reusable in all your problem definition structures. Or use the features of your language of choice and the Gmsh API.

7. Some files take much more time to load with Gmsh 4 compared to Gmsh 3: what's happening?

In Gmsh 4, some operations (`Color`, `Show`, `Hide`, `BoundingBox`, `Boundary`, `PointsOf`, `Periodic`, `In` embedding constraints, ..) are now applied directly on the internal Gmsh model, instead of being handled at the level of the CAD kernel. This implies a synchronization between the CAD kernel and the Gmsh model. To minimize the number of synchronizations (which can become costly for large models), you should always create your geometry first; and use these commands once the geometry has been created.

F.5 Mesh module

1. What should I do when the 2D unstructured algorithm fails?

Verify that the curves in the model do not self-intersect. If '`Mesh.RandomFactor * size of triangle / size of model`' approaches machine accuracy, increase `Mesh.RandomFactor`. If everything fails file a bug report with the version of your operating system and the full geometry.

2. What should I do when the 3D unstructured algorithm fails?

Verify that the surfaces in your model do not self-intersect or partially overlap. If they don't, try the other 3D algorithms ('Tool->Options->Mesh->General->3D algorithm') or try to adapt the mesh element sizes in your input file so that the surface mesh better matches the geometrical details of the model.

If nothing works, file a bug report with the version of your operating system and the full geometry.

3. How can I only save tetrahedral elements (not triangles and lines)?

By default, if physical groups are defined, the output mesh only contains those elements that belong to physical entities. So to save only 3D elements, simply define one (or more) physical volume(s) and don't define any physical surfaces, physical curves or physical points.

4. How can I remove mesh nodes for geometrical construction points (centers of spheres, etc.) from output mesh file?

By default Gmsh saves all the geometrical entities and their associated mesh. In particular, since each geometry point is meshed with a point element, defined by a mesh node, the output file will contain one 0-D mesh element and one mesh node for each geometry point. To remove such elements/nodes from the mesh, simply define physical groups for the entities you want to save (see previous question).

5. My 2D meshes of IGES files present gaps between surfaces

IGES files do not contain the topology of the model, and tolerance problems can thus appear when the OpenCASCADE importer cannot identify two (close) curves as actually being identical.

The best solution is to *not use IGES and use STEP* instead. If you really have to use IGES, check that you don't have duplicate curves (e.g. by displaying their tags in the GUI with 'Tools->Options->Geometry->Visibility->Curve labels'). If there are duplicates, try to change the geometrical tolerance and sew the faces (see options in 'Tools->Options->Geometry->General').

6. The quality of the elements generated by the 3D algorithm is very bad.

Use 'Optimize quality' in the mesh menu.

7. Non-recombined 3D extruded meshes sometimes fail.

The swapping algorithm is not very clever. Try to change the surface mesh a bit, or recombine your mesh to generate prisms or hexahedra instead of tetrahedra.

8. Does Gmsh automatically couple unstructured tetrahedral meshes and structured hexahedral meshed using pyramids?

Yes, but only if pyramids need to be created on a single side of the quadrangular surface mesh.

9. Can I explicitly assign region tags to extruded layers?
No, this feature has been removed in Gmsh 2.0. You must use the standard entity tag instead.
10. Did you remove the elliptic mesh generator in Gmsh 2.0?
Yes. You can achieve the same result by using the transfinite algorithm with smoothing (e.g., with `Mesh.Smoother = 10`).
11. Does Gmsh support curved elements?
Yes, just choose the appropriate order in the mesh menu after the mesh is completed. High-order optimization tools are also available in the mesh menu. You can select the order on the command line with e.g. `-order 2`, and activate high-order optimization with `-optimize_ho`.
12. Can I import an existing surface mesh in Gmsh and use it to build a 3D mesh?
Yes, you can import a surface mesh in any one of the supported mesh file formats, define a volume, and mesh it. For an example see [demos/simple_geo/sphere-discrete.geo](#).
13. How do I define boundary conditions or material properties in Gmsh?
By design, Gmsh does not try to incorporate every possible definition of boundary conditions or material properties—this is a job best left to the solver. Instead, Gmsh provides a simple mechanism to tag groups of elements, and it is up to the solver to interpret these tags as boundary conditions, materials, etc. Associating tags with elements in Gmsh is done by defining physical groups (Physical Points, Physical Curves, Physical Surfaces and Physical Volumes). See the reference manual as well as the tutorials (in particular [Section A.1 \[t1.geo\]](#), [page 135](#)) for a detailed description and some examples.
14. How can I display only the mesh associated with selected geometrical entities?
See “How can I display only selected parts of my model?”.
15. How can I “explore” a mesh (for example, to see inside a complex structure)?
You can use ‘Tools->Clipping Planes’ to clip the region of interest. You can define up to 6 clipping planes in Gmsh (i.e., enough to define a “cube” inside your model) and each plane can clip either the geometry, the mesh, the post-processing views, or any combination of the above. The clipping planes are defined using the four coefficients A,B,C,D of the equation $A*x+B*y+C*z+D=0$, which can be adjusted interactively by dragging the mouse in the input fields.
16. What is the signification of SICN, Gamma and SIGE in Tools->Statistics?
They measure the quality of the tetrahedra in a mesh:
 - SICN: signed inverse condition number
 - Gamma: inscribed radius / circumscribed radius
 - SIGE: signed inverse error on the gradient of FE solution
 For the exact definitions, see [Geo/MElement.cpp](#). The graphs plot the the number of elements vs. the quality measure.
17. How can I save a mesh file with a given (e.g. older) MSH file format version?
 - In the GUI: open ‘File->Export’, enter your ‘filename.msh’ and then pick the version in the dropdown menu.

- On the command line: use the `-format` option (e.g. `gmsh file.geo -format msh2 -2`).
- In a `.geo` script: add the line `Mesh.MshFileVersion = x.y`; for any version number `x.y`. You can also save this in your default options.
- In the API: `gmsh::option::setNumber("Mesh.MshFileVersion", x.y)`.

As an alternative method, you can also not specify the format explicitly, and just choose a filename with the `.msh2` or `.msh4` extension.

18. Why isn't neighboring element information stored in the MSH file?

Each numerical method has its own requirements: it might need neighboring elements connected by a node, an edge or a face; it might require a single layer or multiple layers; it should include elements of lower dimension (boundaries) or not, go across geometrical entities or mesh partitions or not, etc. Given the number of possibilities, generating the appropriate information is thus best performed in the numerical solver itself. The Gmsh API makes these computations easy: see for example [demos/api/neighbors.py](#).

19. Could mesh edges/faces be stored in the MSH file?

Edge/faces can be easily generated from the information already available in the file (i.e. nodes and elements), or through the Gmsh API: see for example [demos/api/faces.cpp](#).

F.6 Solver module

1. How do I integrate my own solver with Gmsh?

Gmsh uses the ONELAB interface (<http://www.onelab.info>) to interact with external solvers. See [Chapter 7 \[Solver module\]](#), page 75.

2. Can I launch Gmsh from my solver (instead of launching my solver from Gmsh) in order to monitor a solution?

The simplest (but rather crude) approach is to re-launch Gmsh everytime you want to visualize something (a simple C program showing how to do this is given in [utils/misc/callgmsh.c](#)).

Another approach is to modify your program so that it can communicate with Gmsh through ONELAB over a socket, select 'Always listen to incoming connection requests' in the solver option panel (or run gmsh with the `-listen` command line option), and Gmsh will always listen for your program on the `Solver.SocketName` socket.

Using the Gmsh API, you can also directly embed Gmsh in your own solver, and use ONELAB for interactive parameter definition and modification. See [custom_gui.py](#) and [custom_gui.cpp](#) for examples.

F.7 Post-processing module

1. How do I compute a section of a plot?

Use 'Tools->Plugins->Cut Plane'.

2. Can I save an isosurface to a file?

Yes: first run 'Tools->Plugins->Cut Map' to extract the isosurface, then use 'View->Export' to save the new view.

3. Can Gmsh generate isovolumes?

Yes, with the CutMap plugin (set the ExtractVolume option to -1 or 1 to extract the negative or positive levelset).

4. How do I animate my plots?

If the views contain multiple time steps, you can press the ‘play’ button at the bottom of the graphic window, or change the time step by hand in the view option panel. You can also use the left and right arrow keys on your keyboard to change the time step in all visible views in real time.

If you want to loop through different views instead of time steps, you can use the ‘Loop through views instead of time steps’ option in the view option panel, or use the up and down arrow keys on your keyboard.

5. How do I visualize a deformed mesh?

Load a vector view containing the displacement field, and set ‘Vector display’ to ‘Displacement’ in ‘View->Options->Aspect’. If the displacement is too small (or too large), you can scale it with the ‘Displacement factor’ option. (Remember that you can drag the mouse in all numeric input fields to slide the value!)

Another option is to use the ‘General transformation expressions’ (in View->Options->Offset) on a scalar view, with the displacement map selected as the data source.

6. Can I visualize a field on a deformed mesh?

Yes, there are several ways to do that.

The easiest is to load two views: the first one containing a displacement field (a vector view that will be used to deform the mesh), and the second one containing the field you want to display (this view has to contain the same number of elements as the displacement view). You should then set ‘Vector display’ to ‘Displacement’ in the first view, as well as set ‘Data source’ to point to the second view. (You might want to make the second view invisible, too. If you want to amplify or decrease the amount of deformation, just modify the ‘Displacement factor’ option.)

Another solution is to use the ‘General transformation expressions’ (in ‘View->Options->Offset’) on the field you want to display, with the displacement map selected as the data source.

And yet another solution is to use the Warp plugin.

7. Can I color the arrows representing a vector field with data from a scalar field?

Yes: load both the vector and the scalar fields (the two views must have the same number of elements) and, in the vector field options, select the scalar view in ‘Data source’.

8. Can I color isovalue surfaces with data from another scalar view?

Yes, using either the CutMap plugin (with the ‘dView’ option) or the Evaluate plugin.

9. Is there a way to save animations?

You can save simple MPEG animations directly from the ‘File->Export’ menu. For other formats you should write a script. Have a look at [Section A.8 \[t8.geo\], page 149](#) or [demos/post-processing/anim.script](#) for some examples.

10. Is there a way to visualize only certain components of vector/tensor fields?
 Yes, by using either the “Force field” options in ‘Tools->Options->View->Visibility’, or by using ‘Tools->Plugins->MathEval’.
11. Can I do arithmetic operations on a view? Can I perform operations involving different views?
 Yes, with the Evaluate plugin.
12. Some plugins seem to create empty views. What’s wrong?
 There can be several reasons:
- the plugin might be written for specific element types only (for example, only for scalar triangles or tetrahedra). In that case, you should transform your view before running the plugin (you can use `Plugin(DecomposeinSimplex)` to transform all quads, hexas, prisms and pyramids into triangles and tetrahedra).
 - the plugin might expect a mesh while all you provide is a point cloud. In 2D, you can use `Plugin(Triangulate)` to transform a point cloud into a triangulated surface. In 3D you can use `Plugin(Tetrahedralize)`.
 - the input parameters are out of range.
- In any case, you can automatically remove all empty views with ‘View->Remove->Empty Views’ in the GUI, or with `Delete Empty Views;` in a script.
13. How can I see “inside” a complicated post-processing view?
 Use ‘Tools->Clipping Planes’.
- When viewing 3D scalar fields, you can also modify the colormap (‘Tools->Options->View->Map’) to make the iso-surfaces “transparent”: either by holding ‘Ctrl’ while dragging the mouse to draw the alpha channel by hand, or by using the ‘a’, ‘Ctrl+a’, ‘p’ and ‘Ctrl+p’ keyboard shortcuts.
- Yet another (destructive) option is to use the `ExtractVolume` option in the `CutSphere` or `CutPlane` plugins.
14. I am loading a valid 3D scalar view but Gmsh does not display anything!
 If your dataset is constant per element make sure you don’t use the ‘Iso-values’ interval type in ‘Tools->Options->View->Range’.

Appendix G Version history

4.4.0 (July 1, 2019): new STL remeshing workflow (with new `ClassifySurfaces` command in `.geo` files); added API support for color options, mesh optimization, recombination, smoothing and shape healing; exposed additional METIS options; improved support for periodic entities (multiple curves with the same start/end points, legacy MSH2 format, periodic surfaces with embedded entities); added mesh renumbering also after interactive mesh modifications; improved support for OpenCASCADE ellipse arcs; new interactive filter in visibility window; flatter GUI; small bug fixes.

* Incompatible API changes: `mesh/getJacobians` and `mesh/getBasisFunctions` now take integration points explicitly; `mesh/setNodes` and `mesh/setElements` have been replaced by `mesh/addNodes` and `mesh/addElements`; added optional arguments to `mesh/classifySurfaces` and `occ/addSurfaceLoop`; changed arguments of `occ/addEllipseArc` to follow `geo/addEllipseArc`.

4.3.0 (April 19, 2019): improved meshing of surfaces with singular parametrizations; added API support for aliasing and combining views, copying view options, setting point coordinates, extruding built-in CAD entities along normals and retrieving mass, center of mass and inertia from OpenCASCADE CAD entities; fixed regression introduced in 4.1.4 that could lead to non-deterministic 2D meshes; small bug fixes.

* Incompatible API changes: added optional arguments to `mesh/getNodes` and `mesh/getElementByCoordinates`

4.2.3 (April 3, 2019): added STL export by physical surface; added ability to remove embedded entities; added handling of boundary entities in `addDiscreteEntity`; small bug fixes.

4.2.2 (March 13, 2019): fixed regression in reading of extruded meshes; added ability to export one solid per surface in STL format.

4.2.1 (March 7, 2019): fixed regression for STEP files without global compound shape; added support for reading IGES labels and colors; improved search for shared library in Python and Julia modules; improved `Plugin(MeshVolume)`; updates to the reference manual.

4.2.0 (March 5, 2019): new MSH4.1 revision of the MSH file format, with support for `size_t` node and element tags (see the reference manual for detailed changes); added support for reading STEP labels and colors with OCC CAF; changed default `"General.OCCTargetUnit"` value to `none` (i.e. use STEP file coordinates as-is, without conversion); improved high-order mesh optimization; added ability to import groups of nodes from MED files; extruded meshes now fill-in periodic node information; enhanced `Plugin(Distance)` and `Plugin(SimplePartition)`; removed unmaintained plugins; removed default dependency on PETSc; small improvements

and bug fixes.

* Incompatible API changes: changed type of node and element tags from int to size_t to support (very) large meshes; changed logger/start, mesh/getPeriodicNodes and mesh/setElementsByType.

4.1.5 (February 14, 2019): improved OpenMP parallelization, STL remeshing, mesh partitioning and high-order mesh optimization; added classifySurfaces in API; bug fixes.

4.1.4 (February 3, 2019): improved ghost cell I/O; added getGhostElements, relocateNodes, getElementType, getElementFaceNodes, getElementEdgeNodes functions in API; small improvements and bug fixes.

4.1.3 (January 23, 2019): improved quad meshing; new options for automatic full-quad meshes; save nodesets also for physical points (Abaqus, Tochnog); new getPartitions, unpartition and removePhysicalName functions in API; small bug fixes.

4.1.2 (January 21, 2019): fixed full-quad subdivision if Mesh.SecondOrderLinear is set; fixed packing of parallelograms regression in 4.1.1.

4.1.1 (January 20, 2019): added support for general affine transformations with OpenCASCADE kernel; improved handling of boolean tolerance (snap vertices); faster crossfield calculation by default (e.g. for Frontal-Delaunay for quads algorithm); fixed face vertices for PyramidN; renamed ONELAB "Action" and "Button" parameters "ONELAB/Action" and "ONELAB/Button"; added support for actions on any ONELAB button; added API functions for selections in user interface.

4.1.0 (January 13, 2019): improved ONELAB and Fltk support in API; improved renumbering of mesh nodes/elements; major code refactoring.

* Incompatible API changes: changed onelab/get.

4.0.7 (December 9, 2018): fixed small memory leaks; removed unused code.

4.0.6 (November 25, 2018): moved private API wrappers to utils/wrappers; improved Gmsh 3 compatibility for high-order periodic meshes; fixed '-v 0' not being completely silent; fixed rendering of image textures on some OSes; small compilation fixes.

4.0.5 (November 17, 2018): new automatic hybrid mesh generation (pyramid layer) when 3D Delaunay algorithm is applied to a volume with quadrangles on boundary; improved robustness of 2D MeshAdapt algorithm; bug fixes.

4.0.4 (October 19, 2018): fixed physical names regression in 4.0.3.

4.0.3 (October 18, 2018): bug fixes.

4.0.2 (September 26, 2018): added support for creating MED files with specific MED (minor) version; small bug fixes.

4.0.1 (September 7, 2018): renumber mesh nodes/elements by default; new SendToServer command for nodal views; added color and visibility handling in API; small bug fixes.

4.0.0 (August 22, 2018): new C++, C, Python and Julia API; new MSH4 format; new mesh partitioning code based on Metis 5; new 3D tetrahedralization algorithm as default; new workflow for remeshing (compound entities as meshing constraints, CreateGeometry for mesh reparametrization); added support for general b-splines, fillets and chamfers with OpenCASCADE kernel and changed default bspline parameters with the built-in kernel to match OpenCASCADE's; STEP files are now be default interpreted in MKS units (see General.OCCTargetUnit); improved meshing of surfaces with singular parametrizations (spheres, etc.); uniformized entity naming conventions (line/curve, vertex/node, etc.); generalized handling of "all" entities in geo file (using {:} notation); added support for creating LSDYNA mesh files; removed old CAD creation factory (GModelFactory), old reparametrization code (G{Edge, Face, Region}Compound) and old partitioning code (Metis 4 and Chaco); various cleanups, bug fixes and enhancements.

3.0.6 (November 5, 2017): improved meshing of spheres; improved handling of mesh size constraints with OpenCASCADE kernel; implemented "Coherence" for OpenCASCADE kernel (shortcut for BooleanFragments); added GAMBIT Neutral File export; small improvements and bug fixes.

3.0.5 (September 6, 2017): bug fixes.

3.0.4 (July 28, 2017): moved vorometal code to plugin; OpenMP improvements; bug fixes.

3.0.3 (June 27, 2017): new element quality measures; Block->Box; minor fixes.

3.0.2 (May 13, 2017): improved handling of meshing constraints and entity numbering after boolean operations; improved handling of fast coarseness transitions in MeshAdapt; new TIKZ export; small bug fixes.

3.0.1 (April 14, 2017): fixed OpenCASCADE plane surfaces with holes.

3.0.0 (April 13, 2017): new constructive solid geometry features and boolean operations using OpenCASCADE; improved graphical user interface for interactive, parametric geometry construction; new or modified commands in .geo files: SetFactory, Circle, Ellipse, Wire, Surface, Sphere, Block, Torus, Rectangle, Disk, Cylinder, Cone, Wedge, ThickSolid, ThruSections, Ruled ThruSections,

Fillet, Extrude, BooleanUnion, BooleanIntersection, BooleanDifference, BooleanFragments, ShapeFromFile, Recursive Delete, Unique; "Surface" replaces the deprecated "Ruled Surface" command; faster 3D tetrahedral mesh optimization enabled by default; major code refactoring and numerous bug fixes.

2.16.0 (January 3, 2017): small improvements (list functions, second order hexes for MED, GUI) and bug fixes.

2.15.0 (December 4, 2016): fixed several regressions (multi-file partitioned grid export, mesh subdivision, old compound mesher); improved 2D boundary layer field & removed non-functional 3D boundary layer field; faster rendering of large meshes.

2.14.1 (October 30, 2016): fixed regression in periodic meshes; small bug fixes and code cleanups.

2.14.0 (October 9, 2016): new Tochnog file format export; added ability to remove last command in scripts generated interactively; ONELAB 1.3 with usability and performance improvements; faster "Coherence Mesh".

2.13.2 (August 18, 2016)): small improvements (scale labels, periodic and high-order meshes) and bug fixes.

2.13.1 (July 15, 2016): small bug fixes.

2.13.0 (July 11, 2016): new ONELAB 1.2 protocol with native support for lists; new experimental 3D boundary recovery code and 3D refinement algorithm; better adaptive visualization of quads and hexahedra; fixed several regressions introduced in 2.12.

2.12.0 (March 5, 2016): improved interactive definition of physical groups and handling of ONELAB clients; improved full quad algorithm; added support for list of strings, trihedra elements and X3D format; improved message console; new colormaps; various bugs fixes and small improvements all over.

2.11.0 (November 7, 2015): new Else/ElseIf commands; new OptimizeMesh command; Plugin(ModifyComponents) replaces Plugin(ModifyComponent); new VTK and X3D outputs; separate O/Ctrl+O shortcuts for geometry/full model reload; small bug fixes in homology solver, handling of embedded entities, and Plugin(Crack).

2.10.1 (July 30, 2015): minor fixes.

2.10.0 (July 21, 2015): improved periodic meshing constraints; new Physical specification with both label and numeric id; images can now be used as glyphs in post-processing views, using text annotations with the 'file://' prefix; Views can be grouped and organized in subtrees; improved visibility browser navigation; geometrical entities and post-processing views can now react to

double-clicks, via new generic DoubleClicked options; new Get/SetNumber and Get/SetString for direct access to ONELAB variables; small bug fixes and code cleanups.

2.9.3 (April 18, 2015): updated versions of PETSc/SLEPc and OpenCASCADE/OCE libraries used in official binary builds; new Find() command; miscellaneous code cleanups and small fixes.

2.9.2 (March 31, 2015): added support for extrusion of embedded points/curves; improved hex-dominant algorithm; fixed crashes in quad algorithm; fix regression in MED reader introduced in 2.9.0; new dark interface mode.

2.9.1 (March 18, 2015): minor bug fixes.

2.9.0 (March 12, 2015): improved robustness of spatial searches (extruded meshes, geometry coherence); improved reproductibility of 2D and 3D meshes; added support for high resolution ("retina") graphics; interactive graph point commands; on-the-fly creation of onelab clients in scripts; general periodic meshes using affine transforms; scripted selection of entities in bounding boxes; extended string and list handling functions; many small improvements and bug fixes.

2.8.5 (Jul 9, 2014): improved stability and error handling, better Coherence function, updated onelab API version and inline parameter definitions, new background image modes, more robust Triangulate/Tetrahedralize plugins, new PGF output, improved support for string~index variable names in parser, small improvements and bug fixes all over the place.

2.8.4 (Feb 7, 2014): better reproductibility of 2D meshes; new mandatory 'Name' attribute to define onelab variables in DefineConstant[] & co; new -setnumber/-setstring command line arguments; small improvements and bug fixes.

2.8.3 (Sep 27, 2013): new quick access menu and multiple view selection in GUI; enhanced animation creation; many small enhancements and bug fixes.

2.8.2 (Jul 16, 2013): improved high order tools interface; minor bug fixes.

2.8.1 (Jul 11, 2013): improved compound surfaces and transfinite arrangements.

2.8.0 (Jul 8, 2013): improved Delaunay point insertion; fixed mesh orientation of plane surfaces; fixed mesh size prescribed at embedded points; improved display of vectors at COG; new experimental text string display engines; improved fullscreen mode; access time/step in transformations; new experimental features: AdaptMesh and Surface In Volume; accept unicode file paths on Windows; compilation and bug fixes.

2.7.1 (May 11, 2013): improved Delaunay point insertion; updated onelab; better

Abaqus and UNV export; small bug and compilation fixes.

2.7.0 (Mar 9, 2013): new single-window GUI, with dynamically customizable widget tree; faster STEP/BRep import; arbitrary size image export; faster 2D Delaunay/Frontal algorithms; full option viewer/editor; many bug fixes.

2.6.1 (Jul 15, 2012): minor improvements and bug fixes.

2.6.0 (Jun 19, 2012): new quadrilateral meshing algorithms (Blossom and Delaunay-Frontal for quads); new solver module based on ONELAB project (requires FLTK 1.3); new tensor field visualization modes (eigenvectors, ellipsoid, etc.); added support for interpolation schemes in .msh file; added support for MED3 format; rescale viewport around visible entities (shift+1:1 in GUI); unified post-processing field export; new experimental stereo+camera visualization mode; added experimental BAMG & MMG3D support for anisotropic mesh generation; new OCC cut & merge algorithm imported from Salome; new ability to connect extruded meshes to tetrahedral grids using pyramids; new homology solver; Abaqus (INP) mesh export; new Python and Java wrappers; bug fixes and small improvements all over the place.

2.5.0 (Oct 15, 2010): new compound geometrical entities (for remeshing and/or trans-patch meshing); improved mesh reclassification tool; new client/server visualization mode; new ability to watch a pattern of files to merge; new integrated MPEG export; new option to force the type of views dynamically; bumped mesh version format to 2.2 (small change in the meaning of the partition tags; this only affects partitioned (i.e. parallel) meshes); renamed several post-processing plugins (as well as plugin options) to make them easier to understand; many bug fixes and usability improvements all over the place.

2.4.2 (Sep 21, 2009): solver code refactoring + better IDE integration.

2.4.1 (Sep 1, 2009): fixed surface mesh orientation bug introduced in 2.4.0; mesh and graphics code refactoring, small usability enhancements and bug fixes.

2.4.0 (Aug 22, 2009): switched build system to CMake; optionally copy transfinite mesh constraints during geometry transformations; bumped mesh version format to 2.1 (small change in the \$PhysicalNames section, where the group dimension is now required); ported most plugins to the new post-processing API; switched from MathEval to MathEx and Fl_Tree_Browser to Fl_Tree; small bug fixes and improvements all over the place.

2.3.1 (Mar 18, 2009): removed GSL dependency (Gmsh now simply uses Blas and Lapack); new per-window visibility; added support for composite window printing and background images; fixed string option affectation in parser; fixed surface mesh orientation for OpenCASCADE models; fixed random triangle orientations in Delaunay and Frontal algorithms.

2.3.0 (Jan 23, 2009): major graphics and GUI code refactoring; new full-quad/hexa subdivision algorithm; improved automatic transfinite corner selection (now also for volumes); improved visibility browser; new automatic adaptive visualization for high-order simplices; modified arrow size, clipping planes and transform options; many improvements and bug fixes all over the place.

2.2.6 (Nov 21, 2008): better transfinite smoothing and automatic corner selection; fixed high order meshing crashes on Windows and Linux; new uniform mesh refinement (thanks Brian!); fixed various other small bugs.

2.2.5 (Oct 25, 2008): Gmsh now requires FLTK 1.1.7 or above; various small improvements (STL and VTK mesh I/O, Netgen upgrade, Visual C++ support, Fields, Mesh.{Msh,Stl,...}Binary changed to Mesh.Bindary) and bug fixes (pyramid interpolation, Chaco crashes).

2.2.4 (Aug 14, 2008): integrated Metis and Chaco mesh partitioners; variables can now be deleted in geo files; added support for point datasets in model-based postprocessing views; small bug fixes.

2.2.3 (Jul 14, 2008): enhanced clipping interface; API cleanup; fixed various bugs (Plugin(Integrate), high order meshes, surface info crash).

2.2.2 (Jun 20, 2008): added geometrical transformations on volumes; fixed bug in high order mesh generation.

2.2.1 (Jun 15, 2008): various small improvements (adaptive views, GUI, code cleanup) and bug fixes (high order meshes, Netgen interface).

2.2.0 (Apr 19, 2008): new model-based post-processing backend; added MED I/O for mesh and post-processing; fixed BDF vertex ordering for 2nd order elements; replaced Mesh.ConstrainedBackgroundMesh with Mesh.CharacteristicLength{FromPoints,ExtendFromBoundary}; new Fields interface; control windows are now non-modal by default; new experimental 2D frontal algorithm; fixed various bugs.

2.1.1 (Mar 1, 2008): small bug fixes (second order meshes, combine views, divide and conquer crash, ...).

2.1.0 (Feb 23, 2008): new post-processing database; complete rewrite of post-processing drawing code; improved surface mesh algorithms; improved STEP/IGES/BREP support; new 3D mesh optimization algorithm; new default native file choosers; fixed 'could not find extruded vertex' in extrusions; many improvements and bug fixes all over the place.

2.0.8 (Jul 13, 2007): unused vertices are not saved in mesh files anymore; new plugin GUI; automatic GUI font size selection; renamed

Plugin(DecomposeInSimplex) into Plugin(MakeSimplex); reintroduced enhanced Plugin(SphericalRaise); clarified meshing algo names; new option to save groups of nodes in UNV meshes; new background mesh infrastructure; many small improvements and small bug fixes.

2.0.7 (Apr 3, 2007): volumes can now be defined from external CAD surfaces; Delaunay/Tetgen algorithm is now used by default when available; re-added support for Plot3D structured mesh format; added ability to export external CAD models as GEO files (this only works for the limited set of geometrical primitives available in the GEO language, of course--so trying to convert e.g. a trimmed NURBS from a STEP file into a GEO file will fail); "lateral" entities are now added at the end of the list returned by extrusion commands; fixed various bugs.

2.0.0 (Feb 5, 2007): new geometry and mesh databases, with support for STEP and IGES import via OpenCASCADE; complete rewrite of geometry and mesh drawing code; complete rewrite of mesh I/O layer (with new native binary MSH format and support for import/export of I-deas UNV, Nastran BDF, STL, Medit MESH and VRML 1.0 files); added support for incomplete second order elements; new 2D and 3D meshing algorithms; improved integration of Netgen and TetGen algorithms; removed anisotropic meshing algorithm (as well as attractors); removed explicit region number specification in extrusions; option changes in the graphical interface are now applied instantaneously; added support for offscreen rendering using OSMesa; added support for SVG output; added string labels for Physical entities; lots of other improvements all over the place.

1.65 (May 15, 2006): new Plugin(ExtractEdges); fixed compilation errors with gcc4.1; replaced Plugin(DisplacementRaise) and Plugin(SphericalRaise) with the more flexible Plugin(Warp); better handling of discrete curves; new Status command in parser; added option to renumber nodes in .msh files (to avoid holes in the numbering sequence); fixed 2 special cases in quad->prism extrusion; fixed saving of 2nd order hexas with negative volume; small bug fixes and cleanups.

1.64 (Mar 18, 2006): Windows versions do no depend on Cygwin anymore; various bug fixes and cleanups.

1.63 (Feb 01, 2006): post-processing views can now be exported as meshes; improved background mesh handling (a lot faster, and more accurate); improved support for input images; new Plugin(ExtractElements); small bug fixes and enhancements.

1.62 (Jan 15, 2006): new option to draw color gradients in the background; enhanced perspective projection mode; new "lasso" selection mode (same as "lasso" zoom, but in selection mode); new "invert selection" button in the visibility browser; new snapping grid when adding points in the GUI; nicer normal smoothing; new extrude syntax (old syntax still available, but

deprecated); various small bug fixes and enhancements.

1.61 (Nov 29, 2005): added support for second order (curved) elements in post-processor; new version (1.4) of post-processing file formats; new stippling options for 2D plots; removed limit on allowed number of files on command line; all "Combine" operations are now available in the parser; changed View.ArrowLocation into View.GlyphLocation; optimized memory usage when loading many (>1000) views; optimized loading and drawing of line meshes and 2D iso views; optimized handling of meshes with large number of physical entities; optimized vertex array creation for large post-processing views on Windows/Cygwin; removed Discrete Line and Discrete Surface commands (the same functionality can now be obtained by simply loading a mesh in .msh format); fixed coloring by mesh partition; added option to light wireframe meshes and views; new "mesh statistics" export format; new full-quad recombine option; new Plugin(ModulusPhase); hexas and prisms are now always saved with positive volume; improved interactive entity selection; new experimental Tetgen integration; new experimental STL remeshing algorithm; various small bug fixes and improvements.

1.60 (Mar 15, 2005): added support for discrete curves; new Window menu on Mac OS X; generalized all octree-based plugins (CutGrid, StreamLines, Probe, etc.) to handle all element types (and not only scalar and vector triangles+tetrahedra); generalized Plugin(Evaluate), Plugin(Extract) and Plugin(Annotate); enhanced clipping plane interface; new grid/axes/rulers for 3D post-processing views (renamed the AbscissaName, NbAbscissa and AbscissaFormat options to more general names in the process); better automatic positioning of 2D graphs; new manipulator dialog to specify rotations, translations and scalings "by hand"; various small enhancements and bug fixes.

1.59 (Feb 06, 2005): added support for discrete (triangulated) surfaces, either in STL format or with the new "Discrete Surface" command; added STL and Text output format for post-processing views and STL output format for surface meshes; all levelset-based plugins can now also compute isovolumes; generalized Plugin(Evaluate) to handle external view data (based on the same or on a different mesh); generalized Plugin(CutGrid); new plugins (Eigenvalues, Gradient, Curl, Divergence); changed default colormap to match Matlab's "Jet" colormap; new transformation matrix option for views (for non-destructive rotations, symmetries, etc.); improved solver interface to keep the GUI responsive during solver calls; new C++ and Python solver examples; simplified Tools->Visibility GUI; transfinite lines with "Progression" now allow negative line numbers to reverse the progression; added ability to retrieve Gmsh's version number in the parser (to help write backward compatible scripts); fixed white space in unv mesh output; fixed various small bugs.

1.58 (Jan 01, 2005): fixed UNIX socket interface on Windows (broken by the TCP solver patch in 1.57); bumped version number of default post-processing file formats to 1.3 (the only small modification is the handling of the end-of-string

character for text2d and text3d objects in the ASCII format); new File->Rename menu; new colormaps+improved colormap handling; new color+min/max options in views; new GetValue() function to ask for values interactively in scripts; generalized For/EndFor loops in parser; new plugins (Annotate, Remove, Probe); new text attributes in views; renamed some shortcuts; fixed TeX output for large scenes; new option dialogs for various output formats; fixed many small memory leaks in parser; many small enhancements to polish the graphics and the user interface.

1.57 (Dec 23, 2004): generalized displacement maps to display arbitrary view types; the arrows representing a vector field can now also be colored by the values from other scalar, vector or tensor fields; new adaptive high order visualization mode; new options (Solver.SocketCommand, Solver.NameCommand, View.ArrowSizeProportional, View.Normals, View.Tangents and General.ClipFactor); fixed display of undesired solver plugin popups; enhanced interactive plugin behavior; new plugins (HarmonicToTime, Integrate, Eigenvectors); tetrahedral mesh file reading speedup (50% faster on large meshes); large memory footprint reduction (up to 50%) for the visualization of triangular/tetrahedral meshes; the solver interface now supports TCP/IP connections; new generalized raise mode (allows to use complex expressions to offset post-processing maps); upgraded Netgen kernel to version 4.4; new optional TIME list in parsed views to specify the values of the time steps; several bug fixes in the Elliptic mesh algorithm; various other small bug fixes and enhancements.

1.56 (Oct 17, 2004): new post-processing option to draw a scalar view raised by a displacement view without using Plugin(DisplacementRaise) (makes drawing arbitrary scalar fields on deformed meshes much easier); better post-processing menu (arbitrary number of views+scrollable+show view number); improved view->combine; new horizontal post-processing scales; new option to draw the mesh nodes per element; views can now also be saved in "parsed" format; fixed various path problems on Windows; small bug fixes.

1.55 (Aug 21, 2004): added background mesh support for Triangle; meshes can now be displayed using "smoothed" normals (like post-processing views); added GUI for clipping planes; new interactive clipping/cutting plane definition; reorganized the Options GUI; enhanced 3D iso computation; enhanced lighting; many small bug fixes.

1.54 (Jul 03, 2004): integrated Netgen (3D mesh quality optimization + alternative 3D algorithm); Extrude Surface now always automatically creates a new volume (in the same way Extrude Point or Extrude Line create new lines and surfaces, respectively); fixed UNV output; made the "Layers" region numbering consistent between lines, surfaces and volumes; fixed home directory problem on Win98; new Plugin(CutParametric); the default project file is now created in the home directory if no current directory is defined (e.g., when double-clicking on the icon on Windows/Mac); fixed the discrepancy between the orientation of geometrical surfaces and the associated surface meshes; added automatic

orientation of surfaces in surface loops; generalized Plugin(Triangulate) to handle vector and tensor views; much nicer display of discrete iso-surfaces and custom ranges using smooth normals; small bug fixes and cleanups.

1.53 (Jun 04, 2004): completed support for second order elements in the mesh module (line, triangles, quadrangles, tetrahedra, hexahedra, prisms and pyramids); various background mesh fixes and enhancements; major performance improvements in mesh and post-processing drawing routines (OpenGL vertex arrays for tri/quads); new Plugin(Evaluate) to evaluate arbitrary expressions on post-processing views; generalized Plugin(Extract) to handle any combination of components; generalized "Coherence" to handle transfinite surface/volume attributes; plugin options can now be set in the option file (like all other options); added "undo" capability during geometry creation; rewrote the contour guessing routines so that entities can be selected in an arbitrary order; Mac users can now double click on geo/msh/pos files in the Finder to launch Gmsh; removed support for FLTK 1.0; rewrote most of the code related to quadrangles; fixed 2d elliptic algorithm; removed all OpenGL display list code and options; fixed light positioning; new BoundingBox command to set the bounding box explicitly; added support for inexpensive "fake" transparency mode; many code cleanups.

1.52 (May 06, 2004): new raster ("bitmap") PostScript/EPS/PDF output formats; new Plugin(Extract) to extract a given component from a post-processing view; new Plugin(CutGrid) and Plugin(StreamLines); improved mesh projection on non-planar surfaces; added support for second order tetrahedral elements; added interactive control of element order; refined mesh entity drawing selection (and renamed most of the corresponding options); enhanced log scale in post-processing; better font selection; simplified View.Raise{X,Y,Z} by removing the scaling; various bug fixes (default postscript printing mode, drawing of 3D arrows/cylinders on Linux, default home directory on Windows, default initial file browser directory, extrusion of points with non-normalized axes of rotation, computation of the scene bounding box in scripts, + the usual documentation updates).

1.51 (Feb 29, 2004): initial support for visualizing mesh partitions; integrated version 2.0 of the MSH mesh file format; new option to compute post-processing ranges (min/max) per time step; Multiple views can now be combined into multi time step ones (e.g. for programs that generate data one time step at a time); new syntax: #var[] returns the size of the list var[]; enhanced "gmsh -convert"; temporary and error files are now created in the home directory to avoid file permission issues; new 3D arrows; better lighting support; STL facets can now be converted into individual geometrical surfaces; many other small improvements and bug fixes (multi timestep tensors, color by physical entity, parser cleanup, etc.).

1.50 (Dec 06, 2003): small changes to the visibility browser + made visibility scriptable (new Show/Hide commands); fixed (rare) crash when deleting views;

split File->Open into File->Open and File->New to behave like most other programs; Mac versions now use the system menu bar by default (if possible); fixed bug leading to degenerate and/or duplicate tetrahedra in extruded meshes; fixed crash when reloading sms meshes.

1.49 (Nov 30, 2003): made Merge, Save and Print behave like Include (i.e., open files in the same directory as the main project file if the path is relative); new Plugin(DecomposeInSimplex); new option View.AlphaChannel to set the transparency factor globally for a post-processing view; new "Combine Views" command; various bug fixes and cleanups.

1.48 (Nov 23, 2003): new DisplacementRaise plugin to plot arbitrary fields on deformed meshes; generalized CutMap, CutPlane, CutSphere and Skin plugins to handle all kinds of elements and fields; new "Save View[n]" command to save views from a script; many small bug fixes (configure tests for libpng, handling of erroneous options, multi time step scalar prism drawings, copy of surface mesh attributes, etc.).

1.47 (Nov 12, 2003): fixed extrusion of surfaces defined by only two curves; new syntax to retrieve point coordinates and indices of entities created through geometrical transformations; new PDF and compressed PostScript output formats; fixed numbering of elements created with "Extrude Point/Line"; use \$GMSH_HOME as home directory if defined.

1.46 (Aug 23, 2003): fixed crash for very long command lines; new options for setting the displacement factor and Triangle's parameters + renamed a couple of options to more sensible names (View.VectorType, View.ArrowSize); various small bug fixes; documentation update.

1.45 (Jun 14, 2003): small bug fixes (min/max computation for tensor views, missing physical points in read mesh, "jumping" geometry during interactive manipulation of large models, etc.); variable definition speedup; restored support for second order elements in one- and two-dimensional meshes; documentation updates.

1.44 (Apr 21, 2003): new reference manual; added support for PNG output; fixed small configure script bugs.

1.43 (Mar 28, 2003): fixed solver interface problem on Mac OS X; new option to specify the interactive rotation center (default is now the pseudo "center of gravity" of the object, instead of (0,0,0)).

1.42 (Mar 19, 2003): suppressed the automatic addition of a ".geo" extension if the file given on the command line is not recognized; added missing Layer option for Extrude Point; fixed various small bugs.

1.41 (Mar 04, 2003): Gmsh is now licensed under the GNU General Public License;

general code cleanup (indent).

1.40 (Feb 26, 2003): various small bug fixes (mainly GSL-related).

1.39 (Feb 23, 2003): removed all non-free routines; more build system work; implemented Von-Mises tensor display for all element types; fixed small GUI bugs.

1.38 (Feb 17, 2003): fixed custom range selection for 3D iso graphs; new build system based on autoconf; new image reading code to import bitmaps as post-processing views.

1.37 (Jan 25, 2003): generalized smoothing and cuts of post-processing views; better Windows integration (solvers, external editors, etc.); small bug fixes.

1.36 (Nov 20, 2002): enhanced view duplication (one can now use "Duplicata View[num]" in the input file); merged all option dialogs in a new general option window; enhanced discoverability of the view option menus; new 3D point and line display; many small bug fixes and enhancements ("Print" format in parser, post-processing statistics, smooth normals, save window positions, restore default options, etc.).

1.35 (Sep 11, 2002): graphical user interface upgraded to FLTK 1.1 (tooltips, new file chooser with multiple selection, full keyboard navigation, cut/paste of messages, etc.); colors can now be directly assigned to mesh entities; initial tensor visualization; new keyboard animation (right/left arrow for time steps; up/down arrow for view cycling); new VRML output format for surface meshes; new plugin for spherical elevation plots; new post-processing file format (version 1.2) supporting quadrangles, hexahedra, prisms and pyramids; transparency is now enabled by default for post-processing plots; many small bug fixes (read mesh, ...).

1.34 (Feb 18, 2002): improved surface mesh of non-plane surfaces; fixed orientation of elements in 2D anisotropic algorithm; minor user interface polish and additions (mostly in post-processing options); various small bug fixes.

1.33 (Jan 24, 2002): new parameterizable solver interface (allowing up to 5 user-defined solvers); enhanced 2D aniso algorithm; 3D initial mesh speedup.

1.32 (Oct 04, 2001): new visibility browser; better floating point exception checks; fixed infinite looping when merging meshes in project files; various small clean ups (degenerate 2D extrusion, view->reload, ...).

1.31 (Nov 30, 2001): corrected ellipses; PostScript output update (better shading, new combined PS/LaTeX output format); more interface polish; fixed extra memory allocation in 2D meshes; Physical Volume handling in unv format; various small fixes.

1.30 (Nov 16, 2001): interface polish; fix crash when extruding quadrangles.

1.29 (Nov 12, 2001): translations and rotations can now be combined in extrusions; fixed coherence bug in Extrude Line; various small bug fixes and additions.

1.28 (Oct 30, 2001): corrected the 'Using Progression' attribute for tranfinite meshes to actually match a real geometric progression; new Triangulate plugin; new 2D graphs (space+time charts); better performance of geometrical transformations (warning: the numbering of some automatically created entities has changed); new text primitives in post-processing views (file format updated to version 1.1); more robust mean plane computation and error checks; various other small additions and clean-ups.

1.27 (Oct 05, 2001): added ability to extrude curves with Layers/Recombine attributes; new PointSize/LineWidth options; fixed For/EndFor loops in included files; fixed error messages (line numbers+file names) in loops and functions; made the automatic removal of duplicate geometrical entities optional (Geometry.AutoCoherence=0); various other small bug fixes and clean-ups.

1.26 (Sep 06, 2001): enhanced 2D anisotropic mesh generator (metric intersections); fixed small bug in 3D initial mesh; added alternative syntax for built-in functions (for GetDP compatibility); added line element display; Gmsh now saves all the elements in the mesh if no physical groups are defined (or if Mesh.SaveAll=1).

1.25 (Sep 01, 2001): fixed bug with mixed recombined/non-recombined extruded meshes; Linux versions are now build with no optimization, due to bugs in gcc 2.95.X.

1.24 (Aug 30, 2001): fixed characteristic length interpolation for Splines; fixed edge swapping bug in 3D initial mesh; fixed degenerated case in geometrical extrusion (ruled surface with 3 borders); fixed generation of degenerated hexahedra and prisms for recombined+extruded meshes; added BSplines creation in the GUI; integrated Jonathan Shewchuk's Triangle as an alternative isotropic 2D mesh generator; added AngleSmoothNormals to control sharp edge display with smoothed normals; fixed random crash for lighted 3D iso surfaces.

1.23 (Aug, 2001): fixed duplicate elements generation + non-matching tetrahedra faces in 3D extruded meshes; better display of displacement maps; fixed interactive ellipsis construction; generalized boundary operator; added new explode option for post-processing views; enhanced link view behavior (to update only the changed items); added new default plugins: Skin, Transform, Smooth; fixed various other small bugs (mostly in the post-processing module and for extruded meshes).

1.22 (Aug 03, 2001): fixed (yet another) bug for 2D mesh in the mean plane; fixed surface coherence bug in extruded meshes; new double logarithmic scale, saturate value and smoothed normals option for post-processing views; plugins are now enabled by default; three new experimental statically linked plugins: CutMap (extracts a given iso surface from a 3D scalar map), CutPlane (cuts a 3D scalar map with a plane section), CutSphere (cuts a 3D scalar map with a sphere); various other bug fixes, additions and clean-ups.

1.21 (Jul 25, 2001): fixed more memory leaks; added -opt command line option to parse definitions directly from the command line; fixed missing screen refreshes during contour/surface/volume selection; enhanced string manipulation functions (Sprintf, StrCat, StrPrefix); many other small fixes and clean-ups.

1.20 (Jun 14, 2001): fixed various bugs (memory leaks, functions in included files, solver command selection, ColorTable option, duplicate nodes in extruded meshes (not finished yet), infinite loop on empty views, orientation of recombined quadrangles, ...); reorganized the interface menus; added constrained background mesh and mesh visibility options; added mesh quality histograms; changed default mesh colors; reintegrated the old command-line extrusion mesh generator.

1.19 (May 07, 2001): fixed seg. fault for scalar simplex post-processing; new Solver menu; interface for GetDP solver through sockets; fixed multiple scale alignment; added some options + full option descriptions.

1.18 (Apr 26, 2001): fixed many small bugs and incoherences in post-processing; fixed broken background mesh in 1D mesh generation.

1.17 (Apr 17, 2001): corrected physical points saving; fixed parsing of DOS files (carriage return problems); easier geometrical selections (cursor change); plugin manager; enhanced variable arrays (sublist selection and affectation); line loop check; New arrow display; reduced number of 'fatal' errors + better handling in interactive mode; fixed bug when opening meshes; enhanced File->Open behavior for meshes and post-processing views.

1.16 (Feb 26, 2001): added single/double buffer selection (only useful for Unix versions of Gmsh run from remote hosts without GLX); fixed a bug for recent versions of the opengl32.dll on Windows, which caused OpenGL fonts not to show up.

1.15 (Feb 23, 2001): added automatic visibility setting during entity selection; corrected geometrical extrusion bug.

1.14 (Feb 17, 2001): corrected a few bugs in the GUI (most of them were introduced in 1.13); added interactive color selection; made the option database bidirectional (i.e. scripts now correctly update the GUI); default options can now be saved and automatically reloaded at startup; made some changes to the

scripting syntax (PostProcessing.View[n] becomes View[n]; Offset0 becomes OffsetX, etc.); corrected the handling of simple triangular surfaces with large characteristic lengths in the 2D isotropic algorithm; added an ASCII to binary post-processing view converter.

1.13 (Feb 09, 2001): added support for JPEG output on Windows.

1.12: corrected vector lines in the post-processing parsed format; corrected animation on Windows; corrected file creation in scripts on Windows; direct affectation of variable arrays.

1.11 (Feb 07, 2001): corrected included file loading problem.

1.10 (Feb 04, 2001): switched from Motif to FLTK for the GUI. Many small tweaks.

1.00 (Jan 15, 2001): added PPM and YUV output; corrected nested If/Endif; Corrected several bugs for pixel output and enhanced GIF output (dithering, transparency); slightly changed the post-processing file format to allow both single and double precision numbers.

0.999 (Dec 20, 2000): added JPEG output and easy MPEG generation (see t8.geo in the tutorial); clean up of export functions; small fixes; Linux versions are now compiled with gcc 2.95.2, which should fix the problems encountered with Mandrake 7.2.

0.998 (Dec 19, 2000): corrected bug introduced in 0.997 in the generation of the initial 3D mesh.

0.997 (Dec 14, 2000): corrected bug in interactive surface/volume selection; Added interactive symmetry; corrected geometrical extrusion with rotation in degenerated or partially degenerated cases; corrected bug in 2D mesh when meshing in the mean plane.

0.996: arrays of variables; enhanced Printf and Sprintf; Simplified options (suppression of option arrays).

0.995 (Dec 11, 2000): totally rewritten geometrical database (performance has been drastically improved for all geometrical transformations, and most notably for extrusion). As a consequence, the internal numbering of geometrical entities has changed: this will cause incompatibilities with old .geo files, and will require a partial rewrite of your old .geo files if these files made use of geometrical transformations. The syntax of the .geo file has also been clarified. Many additions for scripting purposes. New extrusion mesh generator. Preliminary version of the coupling between extruded and Delaunay meshes. New option and procedural database. All interactive operations can be scripted in the input files. See the last example in the tutorial for an example. Many stability enhancements in the 2D and 3D mesh

algorithms. Performance boost of the 3D algorithm. Gmsh is still slow, but the performance becomes acceptable. An average 1000 tetrahedra/second is obtained on a 600Mhz computer for a mesh of one million tetrahedra. New anisotropic 2D mesh algorithm. New (ASCII and binary) post-processing file format and clarified mesh file format. New handling for interactive rotations (trackball mode). New didactic interactive mesh construction (watch the Delaunay algorithm in real time on complex geometries: that's exciting ;-). And many, many bug fixes and cleanups.

0.992 (Nov 13, 2000): corrected recombined extrusion; corrected ellipses; added simple automatic animation of post-processing maps; fixed various bugs.

0.991 (Oct 24, 2000): fixed a serious allocation bug in 2D algorithm, which caused random crashes. All users should upgrade to 0.991.

0.990: bug fix in non-recombined 3D transfinite meshes.

0.989 (Sep 01, 2000): added ability to reload previously saved meshes; some new command line options; reorganization of the scale menu; GIF output.

0.987: fixed bug with smoothing (leading to the possible generation of erroneous 3d meshes); corrected bug for mixed 3D meshes; moved the 'toggle view link' option to Opt->Postprocessing_Options.

0.986: fixed overlay problems; SGI version should now also run on 32 bits machines; fixed small 3d mesh bug.

0.985: corrected colormap bug on HP, SUN, SGI and IBM versions; corrected small initialization bug in postscript output.

0.984: corrected bug in display lists; added some options in Opt->General.

0.983: corrected some seg. faults in interactive mode; corrected bug in rotations; changed default window sizes for better match with 1024x768 screens (default X resources can be changed: see ex03.geo).

0.982: lighting for mesh and post-processing; corrected 2nd order mesh on non plane surfaces; added example 13.

Appendix H Copyright and credits

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