Gmsh
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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 309). 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 305.

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 grid 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. This makes it possible to automate all treatments, using loops, conditionals and external system calls. A programming API is also available, for integrating Gmsh as a library in your own C++, C, Python or Julia code: see Appendix D [Gmsh API], page 239. A brief description of the four modules is given hereafter.

1.1 Geometry: geometrical entity definition

Gmsh uses a boundary representation (“BRep”) to describe geometries. Models are created in a bottom-up flow by successively defining points, oriented curves (line segments, circles, ellipses, splines, . . .), oriented surfaces (plane surfaces, surfaces, triangulated surfaces, . . .) and volumes. Groups of geometrical entities (called “physical groups”) can also be defined, based on these elementary geometrical entities. Gmsh’s scripting language allows all geometrical entities to be fully parametrized.

1.2 Mesh: finite element mesh generation

A finite element mesh is a tessellation of a given subset of the three-dimensional space by elementary geometrical elements of various shapes (in Gmsh’s case: 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. All the finite element 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 elementary geometrical elements are defined only by an ordered list of their nodes but that no predefined order relation is assumed between any two elements.

The mesh generation is performed in the same bottom-up flow as the geometry creation: 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. 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; the line elements discretizing a curve will be forced to be edges of tetrahedra in the final 3D mesh only if the curve is part of the boundary of a surface, itself part of the boundary of a volume; a single node discretizing a point in the middle of a volume will be forced to be a node of one of the tetrahedra in the final 3D mesh only if this point is connected to a curve, itself part of the boundary of a surface, itself part of the boundary of a volume. This automatically assures the conformity of the mesh when, for example, two surfaces share a common curve. But this also implies that the discretization of an “isolated” (n-1)-th dimensional entity inside an n-th dimensional entity does not constrain the n-th dimensional mesh—unless
it is explicitly told to do so (see Section 6.3.3 [Miscellaneous mesh commands], page 66). Every meshing step is constrained by a “size field” (sometimes 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.).

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

External solvers can be interfaced with Gmsh through Unix or TCP/IP sockets, which permits to modify solver parameters, launch external computations and process the results directly from within Gmsh’s post-processing module. The default solver interfaced with Gmsh is GetDP (http://getdp.info). Examples on how to interface other solvers are available in the source distribution (in the utils/solvers directory).

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

Gmsh can load and manipulate multiple post-processing scalar, vector or tensor maps along with the geometry and the mesh. Scalar fields are represented by iso-value curves/surfaces or color maps, while vector fields are 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 or through the input script files. Scripting permits to automate all post-processing operations, as for example to create animations. User-defined operations can also be performed on post-processing views through dynamically loadable plugins.

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, 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 28, and Section 4.7 [General commands], page 29);
- parametrize these geometries. Gmsh’s scripting language enables all commands and command arguments to depend on previous calculations (see Section 4.2 [Expressions], page 21, and Section 5.1 [Geometry commands], page 35). Using the OpenCASCADE geometry kernel, Gmsh gives access to all usual constructive solid geometry operations;
- generate 1D, 2D and 3D simplicial (i.e., using line segments, triangles and tetrahedra) finite element meshes for CAD models in their native format (without translations) when linked with the appropriate CAD kernel (see Chapter 6 [Mesh module], page 45);

1 Note that mixing structured volume grids with unstructured volume grids generated with the default 3D Delaunay algorithm can result, in certain cases, to non-conform surface meshes on their shared boundary. If this happens, you may consider using the frontal algorithm for the unstructured part.
• specify target element sizes accurately. Gmsh provides several mechanisms to control the size of the elements in the final mesh: through interpolation from sizes specified at geometry points or using flexible mesh size fields (see Section 6.3 [Mesh commands], page 46);

• create simple extruded geometries and meshes (see Section 5.1 [Geometry commands], page 35, and Section 6.3 [Mesh commands], page 46);

• interact with external solvers through a simple client-server architecture (see Chapter 7 [Solver module], page 71);

• 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 73), can export plots in many different formats (see Section B.1 [General options list], page 155), and can generate complex animations (see Chapter 4 [General tools], page 21, and Section A.8 [t8.geo], page 141);

• 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 235), 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 command files, changed on the fly in scripts, set in per-user configuration files, or specified on the command-line (see Chapter 3 [Running Gmsh on your system], page 11 and Appendix B [Options], page 155);

• and do all the above on various platforms (Windows, Mac and Unix), for free (see [Copying conditions], page 3), using simple script files and/or a small but powerful GUI.

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).

• Gmsh’s scripting language is quite limited, providing only very crude loop controls and user-defined macros, with no local variables. For more complex workflows, or for integrating Gmsh as a library directly in other software tools, an application programming interface is available (see Appendix D [Gmsh API], page 239). This allows to directly access Gmsh features from C++, C, Python or Julia. The C interface makes it relatively easy to build interfaces to additional languages (e.g. Javascript, Java or Go).

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 279) to remedy the aforementioned (and all other) shortcomings!
1.7 Bug reports

If you think you have found a bug in Gmsh, please file an issue on https://gitlab.onelab.info/gmsh/gmsh/issues. Please 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 281, and the bug tracking system to see which problems we already know about.
Chapter 2: How to read this reference manual?

2 How to read this reference manual?

Gmsh can be used at three levels:

1. as a stand-alone graphical program, driven by an interactive graphical user interface (GUI);
2. as a stand-alone script-driven program;
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 127) 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 107), 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: see Appendix D [Gmsh API], page 239 for more information.

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 1.
6. Three dots (…) indicate a possible (multiple) repetition of the preceding rule.
Chapter 3: Running Gmsh on your system

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

```bash
> 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 127), 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.:

```bash
> 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 format.

To create a new geometry or to modify an existing geometry, select ‘Geometry’ in the tree. For example, to create a spline, select ‘Elementary’, ‘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 127, you can type the following command:

```bash
> 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 155. 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 GUI\(^2\). For example, to mesh the first tutorial in batch mode, just type:

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

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

```bash
> 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

```bash
> 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 235), this is the only mode you have access to.
-format string
Select output mesh format (auto, msh1, msh2, msh3, msh4, msh, unv, vtk, wrl, mail, stl, p3d2, 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 Reclassify 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,nnlayers]
  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
-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
Shift+z Move only along z coordinate in geometry creation mode
Shift+Escape Enable full mouse selection
Ctrl+d Attach/detach menu
Ctrl+e Export project
Ctrl+f Enter full screen
Ctrl+i Show statistics window
Ctrl+j Save model options
Ctrl+l Show message console
Ctrl+m Minimize window
Ctrl+n Create new project file
Ctrl+o Open project file
Ctrl+q Quit
Ctrl+r Rename project file
Ctrl+s Save mesh in default format
Shift+Ctrl+c Show clipping plane window
Shift+Ctrl+h Show current options and workspace window
Shift+Ctrl+j Save options as default
Shift+Ctrl+m Show manipulator window
Shift+Ctrl+n Show option window
Shift+Ctrl+o Merge file(s)
Shift+Ctrl+u Show plugin window
Shift+Ctrl+v Show visibility window
Alt+a Loop through axes modes
Alt+b Hide/show bounding boxes
Alt+c Loop through predefined color schemes
Alt+e Hide/Show element outlines for visible post-pro views
Alt+f Change redraw mode (fast/full)
Alt+h Hide/show all post-processing views
Alt+i Hide/show all post-processing view scales
Alt+l Hide/show geometry lines
Alt+m Toggle visibility of all mesh entities
Alt+n Hide/show all post-processing view annotations
Alt+o Change projection mode (orthographic/perspective)
Alt+p Hide/show geometry points
Alt+r Loop through range modes for visible post-pro views
Alt+s Hide/show geometry surfaces
Alt+t Loop through interval modes for visible post-pro views
Alt+v Hide/show geometry volumes
Alt+w Enable/disable all lighting
Alt+x Set X view
Alt+y Set Y view
Alt+z Set Z view
Alt+Shift+a Hide/show small axes
Alt+Shift+b Hide/show mesh volume faces
Alt+Shift+c Loop through predefined colormaps
Alt+Shift+d Hide/show mesh surface faces
Alt+Shift+l Hide/show mesh lines
Alt+Shift+p Hide/show mesh points
Alt+Shift+s Hide/show mesh surface edges
Alt+Shift+t Same as Alt+t, but with numeric mode included
Alt+Shift+v Hide/show mesh volume edges
Alt+Shift+x Set -X view
\textit{Alt+Shift+y}  
\hspace{1cm} \text{Set -Y view}

\textit{Alt+Shift+z}  
\hspace{1cm} \text{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 35, Chapter 6 [Mesh module], page 45, Chapter 7 [Solver module], page 71, and Chapter 8 [Post-processing module], page 73, respectively.

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 metasyn-
tactic 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 expression |
    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 }) |
Such expressions are used in most of Gmsh’s scripting commands. When \( ~\{\text{expression}\} \) is appended to a string \( \text{string} \), the result is a new string formed by the concatenation of \( \text{string} \), \( _\) (an underscore) and the value of the expression. This is most useful in loops (see Section 4.6 [Loops and conditionals], page 28), where it permits to define unique strings automatically. For example,

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

is the same as

```plaintext
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 \( \text{operator-unary-left} \), \( \text{operator-unary-right} \), \( \text{operator-binary} \), \( \text{operator-ternary-left} \) and \( \text{operator-ternary-right} \) are defined in Section 4.3 [Operators], page 25. For the definition of \( \text{built-in-functions} \), see Section 4.4 [Built-in functions], page 27. The various \( \text{real-options} \) are listed in Appendix B [Options], page 155. \( \text{Find} \) searches for occurrences of the first expression in the second (both of which can be lists). \( \text{StrFind} \) searches the first \( \text{char-expression} \) for any occurrence of the second \( \text{char-expression} \). \( \text{StrCmp} \) 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). \( \text{StrCmp} \) returns the length of the string. \( \text{TextAttributes} \) creates attributes for text strings. \( \text{Exists} \) checks if a variable with the given name exists (i.e., has been defined previously), and \( \text{FileExists} \) checks if the file with the given name exists. \( \text{StringToName} \) creates a name from the provided string. \( \text{GetNumber} \) allows to get the value of a ONELAB variable (the optional second argument is the default value returned if the variable does not exist). \( \text{GetValue} \) allows to ask the user for a value interactively (the second argument is the value returned in non-interactive mode). For example, inserting \( \text{GetValue("Value of parameter alpha?", 5.76)} \) 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 \( \text{General.NoPopup} \) is set (see Section B.1 [General options list], page 155), no question is asked and the default value is automatically used.

\( \text{DefineNumber} \) 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](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:

```plaintext
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 } | 
  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 42, Section 5.1.5 [Extrusions], page 39 and Section 5.1.6 [Boolean operations], page 41). The next two cases allow to retrieve entities in a given bounding box, or get the bounding box of a given entity. The last three cases permit to retrieve the coordinates of a given geometry point (see Section 5.1.1 [Points], page 35), to retrieve the elementary entities making up physical groups, and to retrieve the tags of all (physical or elementary) points, curves, surfaces or volumes in the model.

To see the practical use of such expressions, have a look at the first couple of examples in Appendix A [Tutorial], page 127. 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:

\[
\text{expression-list-or-all:} \\
\text{expression-list} \mid : 
\]

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

### 4.2.2 Character expressions

Character expressions are defined as:

\[
\text{char-expression:} \\
"\text{string}\" \mid \\
\text{string} \mid \text{string[ expression ]} \mid \\
\text{Today} \mid \text{OnelabAction} \mid \text{GmshExecutableName} \mid \\
\text{CurrentDirectory} \mid \text{CurrentDir} \mid \\
\text{StrPrefix}\ (\ \text{char-expression} \ ) \mid \\
\text{StrRelative}\ (\ \text{char-expression} \ ) \mid \\
\text{StrCat}\ (\ \text{char-expression} \ <,...> ) \mid \\
\text{Str}\ (\ \text{char-expression} \ <,...> ) \mid \\
\text{StrChoice}\ (\ \text{expression}, \ \text{char-expression}, \ \text{char-expression} \ ) \mid \\
\text{StrSub}\ (\ \text{char-expression}, \ \text{expression}, \ \text{expression} \ ) \mid \\
\text{StrSub}\ (\ \text{char-expression}, \ \text{expression} \ ) \mid \\
\text{UpperCase}\ (\ \text{char-expression} \ ) \mid \\
\text{AbsolutePath}\ (\ \text{char-expression} \ ) \mid \\
\text{DirName}\ (\ \text{char-expression} \ ) \mid \\
\text{Sprintf}\ (\ \text{char-expression}, \ \text{expression-list} \ ) \mid \\
\text{Sprintf}\ (\ \text{char-expression} \ ) \mid \\
\text{Sprintf}\ (\ \text{char-option} \ ) \mid \\
\text{GetString}\ (\ \text{char-expression} \ ) \mid \\
\text{NameToStr}\ (\ \text{string} \ ) \mid \text{N2S}\ (\ \text{string} \ ) \\
\text{DefineString}\ (\ \text{char-expression}, \ \text{onelab-options} \ ) \\
\]

\text{Today} returns the current date. \text{OnelabAction} returns the current ONELAB action (e.g. check or compute). \text{GmshExecutableName} returns the full path of the Gmsh executable. \text{CurrentDirectory} and \text{CurrentDir} return the directory of the .geo file. \text{StrPrefix} and \text{StrRelative} permit to take the prefix (e.g. to remove the extension) or the relative path of a file name. \text{StrCat} and \text{Str} permit to concatenate character expressions (\text{Str} adds a newline character after each string except the last). \text{StrChoice} returns the first or second \text{char-expression} depending on the value of \text{expression}. \text{StrSub} returns the portion of the string that starts at the character position given by the first \text{expression} and spans the number of characters given by the second \text{expression} or until the end of the string (whichever comes first; or always if the second \text{expression} is not provided). \text{UpperCase} converts the \text{char-expression} to upper case. \text{AbsolutePath} returns the absolute path of a file. \text{DirName} returns the directory of a file. \text{Sprintf} is equivalent to the \text{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 155. GetEnv 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). 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 141, 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 155.

See Section A.3 [t3.geo], page 131, 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. ~
3. !, ++, --, - (unary)
4. *, /, %
5. +, -
6. <, >, <=, >=
7. ==, !=

¹ The affectation operators are introduced in Section 4.7 [General commands], page 29.
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,Pi].

Asin ( expression )  
Arc sine (inverse sine) of an expression in [-1,1]. Returns a value in [-Pi/2,Pi/2].

Atan ( expression )  
Arc tangent (inverse tangent) of expression. Returns a value in [-Pi/2,Pi/2].

Atan2 ( expression, expression )  
Arc tangent (inverse tangent) of the first expression divided by the second. Returns a value in [-Pi/2,Pi/2].

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 135, 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 135, 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 235).

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 35, 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.

newsll
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, newsll and all physical group tags.\footnote{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 184).}

\texttt{string} = \{ \};
Creates a new expression list identifier \texttt{string} with an empty list.

\texttt{string[]} = \{ \texttt{expression-list} \};
Creates a new expression list identifier \texttt{string} with the list \texttt{expression-list}, or affects \texttt{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.

\texttt{string} [\{ \texttt{expression-list} \}] = \{ \texttt{expression-list} \};
Affects each item in the right hand side \texttt{expression-list} to the elements (indexed by the left hand side \texttt{expression-list}) of an existing expression list identifier. The two \texttt{expression-list}s 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};
    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 135, 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.
Error (char-expression <, expression-list>);
Same as Printf, but raises 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.

ShapeFromFile(char-expression);
Merges a BREP or STEP 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 geometrical 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.

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 geometrical 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 155). If the path in
*char-expression* is not absolute, *char-expression* is appended to the path of the current file.

**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 155. 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, specified in `.geo` files with the `SetFactory` command.

The built-in CAD kernel (`SetFactory("built-in")`) provides a simple CAD engine based on a boundary representation (“BRep”) 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 CAD kernel (`SetFactory("OpenCASCADE")`) uses the open source OpenCASCADE.

These geometrical entities are called “elementary” in Gmsh’s jargon, and are assigned tags (strictly positive identification numbers) when they are created:

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

Elementary geometrical 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 geometrical 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 by the mesh module 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 45, 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. These commands can be used anywhere in a Gmsh script file. Note that the following general syntax rule is followed for the definition of geometrical 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 an elementary 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 47, 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, expression <, ... > }

Creates an ellipse arc. The four expressions on the right-hand-side define the start point, the center point, a major axis point and the end point of the ellipse. The third point can be omitted with the OpenCASCADE kernel. With the OpenCASCADE kernel additional expressions can be provided to define a full ellipse (4th and 5th expressions define the radii along X and Y) or an ellipse arc (next 2 expressions).

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 elementary curves that constitute the curve.
loop. A curve loop must be a closed loop, and the elementary 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 37.)

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). 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 elementary 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 OpenCASCASCADE 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};
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 elementary surfaces that constitute the surface loop. A surface
loop must always represent a closed shell, and the elementary 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 38.)

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). 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. Ad-
ditional 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 cir-
cular 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 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 63, 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).

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).

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.
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 184).

### 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 coordinates 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 homothetic transformation.

Rotate { { expression-list }, { expression-list }, expression } { transform-list }
Rotates all elementary entities in transform-list by an angle of expression radians. 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 \textit{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 \texttt{Abs} function on the returned list.

CombinedBoundary \{ transform-list \}
(Not a transformation per-se.) Returns the boundary of the elementary entities, combined as if a single entity, in \textit{transform-list}. Useful to compute the boundary of a complex part.

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.

with

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

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

Coherence;

Removes all duplicate elementary geometrical 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 \texttt{Geometry.AutoCoherence} is set to zero (see Section B.2 [Geometry options list], page 184). With the OpenCASCADE geometry kernel, Coherence is simply a shortcut for a \texttt{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 \textit{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), \texttt{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.

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

Hide the entities listed in \textit{expression-list-or-all}, if \texttt{General.VisibilityMode} is set to 0 or 1.

Hide \{ : \}

Hide all entities, if \texttt{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 geometrical entities are handled in the GUI, is given in Section B.2 [Geometry options list], page 184.
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 or both triangles and quadrangles (when Recombine Surface is used: see Section 6.3.3 [Miscellaneous mesh commands], page 66). The 3D unstructured algorithms generate tetrahedra.
- 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 63, and Section 6.3.3 [Miscellaneous mesh commands], page 66). 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 192). However, beware that the quality of subdivided elements initially generated with an unstructured algorithm can be quite poor.

6.1 Choosing the right unstructured algorithm

Gmsh currently provides a choice between three 2D unstructured algorithms and between two 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 algorithm\(^1\). Missing edges are recovered using edge swaps\(^2\). After this initial step three different algorithms can be applied to generate the final mesh:

1. The “MeshAdapt” algorithm\(^3\) 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.

2. The “Delaunay” algorithm is inspired by the work of the GAMMA team at INRIA\(^4\). 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.

3. The “Frontal” algorithm is inspired by the work of S. Rebay\(^5\).

These algorithms can be ranked as follows:

---


For very complex curved surfaces the “MeshAdapt” algorithm is the best choice. When high element quality is important, the “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. As of Gmsh 2.8, the “Automatic” algorithm selects “Delaunay” for plane surfaces and “MeshAdapt” for all other surfaces.

In 3D two unstructured algorithms are available:

1. The “Delaunay” algorithm is split into two separate steps. First, an initial mesh of the union of all the volumes in the model is performed using H. Si’s Tetgen algorithm. Then a three-dimensional version of the 2D Delaunay algorithm described above is applied.

2. The “Frontal” algorithm uses J. Schoeberl’s Netgen algorithm.

The “Delaunay” algorithm is the most robust and the fastest, and is the only one that supports the Field mechanism to specify element sizes (see Section 6.3.1 [Specifying mesh element sizes], page 47). However, this algorithm will sometimes modify the surface mesh, and is thus not suitable for producing hybrid structured/unstructured grids. In that case the “Frontal” algorithm should be preferred. The quality of the elements produced by both algorithms is comparable. If element quality is important the mesh optimizer(s) should be applied.

### 6.2 Elementary entities vs. physical groups

It is usually convenient to combine 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 35) through “physical groups”.

By default in the MSH file format (see Chapter 9 [File formats], page 107), 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 192) or specify -save_all on the command line.

### 6.3 Mesh commands

The mesh module commands mostly permit to modify the mesh element sizes and specify structured grid parameters. The actual mesh “actions” (i.e., “mesh the curves”, “mesh the
surfaces” and “mesh the volumes”) cannot be specified in the script files. They have to be given 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).

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 192), 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 35). 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 geometrical entities and the value of `Mesh.MinimumCirclePoints`, which gives the number of points per 2 pi radians.

3. Finally, you can specify a general background mesh mesh size field, that combining any of the existing fields:
   - A `PostView` field specifies an explicit background mesh in the form of a scalar post-processing view (see Section 8.1 [Post-processing commands], page 74, and Chapter 9 [File formats], page 107) 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.)

   - A `Box` field specifies the size of the elements inside and outside of a parallelepipedic region.

   - A `Threshold` field specifies the size of the mesh according to the distance to some geometrical entities. These entities can for example be geometry points and curves specified by an `Attractor` field.

   - A `MathEval` field specifies the size of the mesh using an explicit mathematical function.

   - A `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.

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]`. The resulting value is then finally multiplied by `Mesh.CharacteristicLengthFactor`.

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

```plaintext
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:

```plaintext
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 NNodesByEdge equidistant nodes and the distance from those nodes is computed.

Options:

```plaintext
EdgesList
  Indices of curves in the geometric model
  type: list
  default value: {};

FacesList
  Indices 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 discretize each curve  
type: integer  
default value: 20

**NodesList**  
Indices of nodes 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**  
Indices of curves in the geometric model  
type: list  
default value: {}  

**NNodesByEdge**  
Number of nodes used to discretize 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
\texttt{lMaxNormal}

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

type: float

default value: 0.5

\texttt{lMaxTangent}

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

type: float

default value: 0.5

\texttt{lMinNormal}

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

type: float

default value: 0.05

\texttt{lMinTangent}

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

type: float

default value: 0.5

\texttt{Ball}

The value of this field is \texttt{VIn} inside a spherical ball, \texttt{VOut} outside. The ball is defined by

\[ ||dX||^2 < R^2 \land \land dX = (X - XC)^2 + (Y - YC)^2 + (Z - ZC)^2 \]

Options:

\texttt{Radius}

Radius

type: float

default value: 0

\texttt{VIn}

Value inside the ball

type: float

default value: 0

\texttt{VOut}

Value outside the ball

type: float

default value: 0

\texttt{XCenter}

X coordinate of the ball center

type: float

default value: 0

\texttt{YCenter}

Y coordinate of the ball center

type: float

default value: 0

\texttt{ZCenter}

Z coordinate of the ball center

type: float

default value: 0
BoundaryLayer

\[ h_{\text{wall}} \times \text{ratio}^{-(\text{dist}/h_{\text{wall}})} \]

Options:

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

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

FanNodesList
Indices of vertices 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
Indices of vertices in the geometric model for which a BL 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
**Curvature**

Compute the curvature of Field[IField]:

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

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 . 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: 0

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 NNodesByEdge equidistant nodes and the distance from those nodes is computed.

Options:

EdgesList
Indices of curves in the geometric model
type: list
default value: {}

FacesList
Indices 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
Indices of nodes 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
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
    os.write(1,struct.pack("d",f))

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:

**Frustum**

This field is an extended cylinder with inner (i) and outer (o) radiuses for both endpoints (1 and 2). Length scale is bilinearly interpolated between these locations (inner and outer radii, endpoints 1 and 2). The field values for a point P are given by:

\[
u = \frac{\mathbf{P}_1 \mathbf{P}_2}{||\mathbf{P}_1 \mathbf{P}_2||} \quad r = \frac{\mathbf{P}_1 - u\mathbf{P}_1 \mathbf{P}_2}{||\mathbf{P}_1 \mathbf{P}_2||} \quad R_i = (1-u)^*R_{1i} + u^*R_{2i} \quad R_o = (1-u)^*R_{1o} + u^*R_{2o}
\]

\[
v = \frac{(r-R_i)}{(R_o-R_i)} \quad l_c = (1-v)*( (1-u)^*v_{1i} + u^*v_{2i}) + v*( (1-u)^*v_{1o} + u^*v_{2o} )
\]

where \((u,v)\) in \([0,1]\times[0,1]\)

Options:

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
<th>Type</th>
<th>Default Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>R1_inner</td>
<td>Inner radius of Frustum at endpoint 1</td>
<td>float</td>
<td>0</td>
</tr>
<tr>
<td>R1_outer</td>
<td>Outer radius of Frustum at endpoint 1</td>
<td>float</td>
<td>1</td>
</tr>
<tr>
<td>R2_inner</td>
<td>Inner radius of Frustum at endpoint 2</td>
<td>float</td>
<td>0</td>
</tr>
<tr>
<td>R2_outer</td>
<td>Outer radius of Frustum at endpoint 2</td>
<td>float</td>
<td>1</td>
</tr>
<tr>
<td>V1_inner</td>
<td>Element size at point 1, inner radius</td>
<td>float</td>
<td>0.1</td>
</tr>
<tr>
<td>V1_outer</td>
<td>Element size at point 1, outer radius</td>
<td>float</td>
<td>1</td>
</tr>
<tr>
<td>V2_inner</td>
<td>Element size at point 2, inner radius</td>
<td>float</td>
<td>0.1</td>
</tr>
</tbody>
</table>
**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]:

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

**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]:

\[
F = G(x+d,y,z) + G(x-d,y,z) + \\
G(x,y+d,z) + G(x,y-d,z) + \\
G(x,y,z+d) + G(x,y,z-d) - 6 \times G(x,y,z),
\]

where \( G = \text{Field}[IField] \) 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):

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

FromStereo
  if = 1, the mesh is in stereographic coordinates. \( xi = 2Rx/(R+z) \), \( eta = 2Ry/(R+z) \)
  type: integer  
  default value: 0
IField  Index of the field to evaluate.
  type: integer
  default value: 1
RadiusStereo
  radius of the sphere of the stereographic coordinates
  type: float
  default value: 6371000

MathEval
Evaluate a mathematical expression. The expression can contain x, y, z for spatial coordinates, F0, F1, ... for field values, and and mathematical functions.
Options:

F  Mathematical function to evaluate.
  type: string
  default value: "F2 + Sin(z)"
MathEvalAniso
Evaluate a metric expression. The expressions can contain x, y, z for spatial coordinates, F0, F1, ... for field values, and and mathematical functions.
Options:

\textbf{m11} \quad \text{element 11 of the metric tensor.}
\begin{itemize}
  \item type: string
  \item default value: "F2 + Sin(z)"
\end{itemize}

\textbf{m12} \quad \text{element 12 of the metric tensor.}
\begin{itemize}
  \item type: string
  \item default value: "F2 + Sin(z)"
\end{itemize}

\textbf{m13} \quad \text{element 13 of the metric tensor.}
\begin{itemize}
  \item type: string
  \item default value: "F2 + Sin(z)"
\end{itemize}

\textbf{m22} \quad \text{element 22 of the metric tensor.}
\begin{itemize}
  \item type: string
  \item default value: "F2 + Sin(z)"
\end{itemize}

\textbf{m23} \quad \text{element 23 of the metric tensor.}
\begin{itemize}
  \item type: string
  \item default value: "F2 + Sin(z)"
\end{itemize}

\textbf{m33} \quad \text{element 33 of the metric tensor.}
\begin{itemize}
  \item type: string
  \item default value: "F2 + Sin(z)"
\end{itemize}

\textbf{Max} \quad \text{Take the maximum value of a list of fields.}
Options:

\textbf{FieldsList} \quad \text{Field indices}
\begin{itemize}
  \item type: list
  \item default value: {}
\end{itemize}

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:

\textbf{Delta} \quad \text{Step used for the finite differences}
\begin{itemize}
  \item type: float
  \item default value: 0
\end{itemize}

\textbf{IField} \quad \text{Field index}
\begin{itemize}
  \item type: integer
  \item default value: 1
\end{itemize}
Mean

Simple smoother:

\[ F = \frac{G(x+\delta,y,z) + G(x-\delta,y,z) + G(x,y+\delta,z) + G(x,y-\delta,z) + G(x,y,z+\delta) + G(x,y,z-\delta) + G(x,y,z)}{7}, \]

where \( G = \text{Field}[\text{IField}] \)

Options:

\[ \text{Delta} \quad \text{Distance used to compute the mean value} \]
\[ \text{type: float} \]
\[ \text{default value: 0.0003464101615137755} \]

\[ \text{IField} \quad \text{Field index} \]
\[ \text{type: integer} \]
\[ \text{default value: 0} \]

Min

Take the minimum value of a list of fields.

Options:

\[ \text{FieldsList} \quad \text{Field indices} \]
\[ \text{type: list} \]
\[ \text{default value: {}} \]

MinAniso

Take the intersection of a list of possibly anisotropic fields.

Options:

\[ \text{FieldsList} \quad \text{Field indices} \]
\[ \text{type: list} \]
\[ \text{default value: {}} \]

Octree

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

Options:

\[ \text{InField} \quad \text{Id of the field to use as x coordinate.} \]
\[ \text{type: integer} \]
\[ \text{default value: 746138744} \]

Param

Evaluate Field \( \text{IField} \) 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 indices
        type: list
        default value: {}

    FacesList  Surface indices
        type: list
        default value: {}

    IField  Field index
        type: integer
        default value: 1
RegionsList
Volume indices
type: list
default value: {}

VerticesList
Point indices
type: list
default value: {}

Structured
Linearily 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 "SetOutsideValue" 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

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

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., \( F = \text{a very big value if Field}[\text{IField}] > \text{DistMax} \))  
  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 39). 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 $0 < h_1 < h_2 < \ldots < h_n \leq 1$). See Section A.3 [t3.geo], page 131, 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 $\text{num}[0]$ and the tag of the new volume in $\text{num}[1]$:

```plaintext
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 39). The layers option is defined as above.

**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 39). The layers option is defined as above.

**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 47). 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.
Transfinite Surface \{ \text{expression-list-or-all} \} < = \{ \text{expression-list} \} > < \text{Left} | \text{Right} | \text{Alternate} | \text{AlternateRight} | \text{AlternateLeft} > ;

Selects surfaces to be meshed with the 2D transfinite algorithm. The \text{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. (\text{Alternate} is a synonym for \text{AlternateRight}).

Transfinite Volume \{ \text{expression-list} \} < = \{ \text{expression-list} \} > ;

Selects five- or six-face volumes to be meshed with the 3D transfinite algorithm. The \text{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.

TransfQuadTri \{ \text{expression-list} \} ;

Applies the transfinite QuadTri algorithm on the \text{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.

6.3.3 Miscellaneous

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

\text{Mesh expression} ;
Generates \text{expression}-D mesh.

\text{RefineMesh} ;
Refines the current mesh by splitting all elements. If \text{Mesh.SecondOrderLinear} is set, the new nodes are inserted by linear interpolation. Otherwise they are snapped on the actual geometry.

\text{OptimizeMesh char-expression} ;
Optimizes the current mesh with the given algorithm (currently "Gmsh" or "Netgen").

\text{AdaptMesh \{ expression-list \} \{ expression-list \} \{ expression-list < , ... > \} ;}
Performs adaptive mesh generation. Documentation not yet available.

\text{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.

\text{SetOrder expression} ;
Changes the order of the elements in the current mesh.

\text{PartitionMesh expression} ;
Partitions the mesh into \text{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 curve(s).

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 surface(s). This is only supported with the 3D Delaunay algorithm.

Periodic Curve \{ expression-list \} = \{ expression-list \};
Force mesh of curves on the left-hand side (slaves) to match the mesh of the curves on the right-hand side (masters).

Periodic Surface \{ expression \} \{ expression-list \} = \{ expression \} \{ expression-list \};
Force mesh of the surface on the left-hand side (slave, with boundary edges specified between braces) to match the mesh of the surface on the right-hand side (master, with boundary edges specified between braces).

Periodic Curve | Surface \{ expression-list \} = \{ expression-list \} Affine | Translate \{ expression-list \};
Force mesh of curves or surfaces on the left-hand side (slaves) 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 42.

Periodic Curve | Surface \{ expression-list \} = \{ expression-list \} Rotate \{ expression-list \}, \{ expression-list \}, \{ expression \};
Force mesh of curves or surfaces on the left-hand side (slaves) 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 42.

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).

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.
SetPartition expression { <Physical> Point | Curve | Surface | Volume { expression-list-or-all }; ... }
  Sets the partition tag of the mesh elements in the entities in expression-list to expression.

< 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.

< 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.

Hide { : }
  Hide the mesh of all entities, if General.VisibilityMode is set to 0 or 2.

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).

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).

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.

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 192). If the path in char-expression is not absolute, char-expression is appended to the path of the current file.

< 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.

Show { : }
  Shows the mesh of all entities, if General.VisibilityMode is set to 0 or 2.
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).

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 coho-
mology 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 192.
7 Solver module

External solvers can be driven by Gmsh through the ONELAB http://www.onelab.info interface. To add a new solver in the solver module, you need to specify its name (Solver.Name0, Solver.Name1, etc.) and the path to the executable (Solver.Executable0, Solver.Executable1, etc.); see Section B.4 [Solver options list], page 209).

The client-server API for the solver interface is defined in the onelab.h header. See utils/solvers/c++/solver.cpp for a simple example on how to use the ONELAB programming interface. See the sources of GetDP (http://getdp.info) for a more comprehensive example.

7.1 Solver options

The list of all the solver options is given in Section B.4 [Solver options list], page 209.
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 107), or in standard third-party formats (like MED: \url{http://www.code-aster.org/outils/med/}).

Once loaded into Gmsh, scalar fields can be displayed as iso-value curves and surfaces or color maps, whereas vector fields can be represented either by three-dimensional arrows or by displacement maps. (Tensor fields are currently displayed as Von-Mises effective stresses, min/max eigenvalues, eigenvectors, ellipsis or ellipsoid. To display other (combinations of) components, you can use the \texttt{Force scalar} or \texttt{Force vector} options, or use \texttt{Plugin(MathEval)}: see Section 8.2 [Post-processing plugins], page 78.)

In Gmsh’s jargon, each dataset is called 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 globally (see the \texttt{PostProcessing.Link} option in Section B.5 [Post-processing options list], page 215).

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 to permit a complete automation of the post-processing process (see e.g., Section A.8 \[t8.geo\], page 141, and Section A.9 \[t9.geo\], page 144).

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 \texttt{View} command); the MSH format is defined in Chapter 9 [File formats], page 107.
8.1 Post-processing commands

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;
Combined 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;
Combined 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;
Combined 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;
Combined 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;
Combined 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;
Combined 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];  
Delete (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 78.

Plugin (string) . string = expression | char-expression;  
Sets an option for a given plugin. See Section 8.2 [Post-processing plugins], page 78, for a list of default plugins and Section A.9 [t9.geo], page 144, 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 133), 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 107, 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:
<table>
<thead>
<tr>
<th>type</th>
<th>#list-of-coords</th>
<th>#list-of-values</th>
</tr>
</thead>
<tbody>
<tr>
<td>Scalar point</td>
<td>SP 3</td>
<td>1 * nb-time-steps</td>
</tr>
<tr>
<td>Vector point</td>
<td>VP 3</td>
<td>3 * nb-time-steps</td>
</tr>
<tr>
<td>Tensor point</td>
<td>TP 3</td>
<td>9 * nb-time-steps</td>
</tr>
<tr>
<td>Scalar line</td>
<td>SL 6</td>
<td>2 * nb-time-steps</td>
</tr>
<tr>
<td>Vector line</td>
<td>VL 6</td>
<td>6 * nb-time-steps</td>
</tr>
<tr>
<td>Tensor line</td>
<td>TL 6</td>
<td>18 * nb-time-steps</td>
</tr>
<tr>
<td>Scalar triangle</td>
<td>ST 9</td>
<td>3 * nb-time-steps</td>
</tr>
<tr>
<td>Vector triangle</td>
<td>VT 9</td>
<td>9 * nb-time-steps</td>
</tr>
<tr>
<td>Tensor triangle</td>
<td>TT 9</td>
<td>27 * nb-time-steps</td>
</tr>
<tr>
<td>Scalar quadrangle</td>
<td>SQ 12</td>
<td>4 * nb-time-steps</td>
</tr>
<tr>
<td>Vector quadrangle</td>
<td>VQ 12</td>
<td>12 * nb-time-steps</td>
</tr>
<tr>
<td>Tensor quadrangle</td>
<td>TQ 12</td>
<td>36 * nb-time-steps</td>
</tr>
<tr>
<td>Scalar tetrahedron</td>
<td>SS 12</td>
<td>4 * nb-time-steps</td>
</tr>
<tr>
<td>Vector tetrahedron</td>
<td>VS 12</td>
<td>12 * nb-time-steps</td>
</tr>
<tr>
<td>Tensor tetrahedron</td>
<td>TS 12</td>
<td>36 * nb-time-steps</td>
</tr>
<tr>
<td>Scalar hexahedron</td>
<td>SH 24</td>
<td>8 * nb-time-steps</td>
</tr>
<tr>
<td>Vector hexahedron</td>
<td>VH 24</td>
<td>24 * nb-time-steps</td>
</tr>
<tr>
<td>Tensor hexahedron</td>
<td>TH 24</td>
<td>72 * nb-time-steps</td>
</tr>
<tr>
<td>Scalar prism</td>
<td>SI 18</td>
<td>6 * nb-time-steps</td>
</tr>
<tr>
<td>Vector prism</td>
<td>VI 18</td>
<td>18 * nb-time-steps</td>
</tr>
<tr>
<td>Tensor prism</td>
<td>TI 18</td>
<td>54 * nb-time-steps</td>
</tr>
<tr>
<td>Scalar pyramid</td>
<td>SY 15</td>
<td>5 * nb-time-steps</td>
</tr>
<tr>
<td>Vector pyramid</td>
<td>VY 15</td>
<td>15 * nb-time-steps</td>
</tr>
<tr>
<td>Tensor pyramid</td>
<td>TY 15</td>
<td>45 * nb-time-steps</td>
</tr>
<tr>
<td>2D text</td>
<td>T2 3</td>
<td>arbitrary</td>
</tr>
<tr>
<td>3D text</td>
<td>T3 4</td>
<td>arbitrary</td>
</tr>
</tbody>
</table>

The coordinates are given 'by node', i.e.,

- \((\text{coord}1, \text{coord}2, \text{coord}3)\) for a point,
- \((\text{coord}1-\text{node}1, \text{coord}2-\text{node}1, \text{coord}3-\text{node}1, \text{coord}1-\text{node}2, \text{coord}2-\text{node}2, \text{coord}3-\text{node}2)\) for a line,
- \((\text{coord}1-\text{node}1, \text{coord}2-\text{node}1, \text{coord}3-\text{node}1, \text{coord}1-\text{node}2, \text{coord}2-\text{node}2, \text{coord}3-\text{node}2, \text{coord}1-\text{node}3, \text{coord}2-\text{node}3, \text{coord}3-\text{node}3)\) for a triangle,

- etc.

The ordering of the nodes is given in Section 9.2 [Node ordering], page 112.

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

- \(\text{comp}1-\text{node}1-\text{time}1, \text{comp}2-\text{node}1-\text{time}1, \text{comp}3-\text{node}1-\text{time}1, \text{comp}1-\text{node}2-\text{time}1, \text{comp}2-\text{node}2-\text{time}1, \text{comp}3-\text{node}2-\text{time}1, \text{comp}1-\text{node}3-\text{time}1, \text{comp}2-\text{node}3-\text{time}1, \text{comp}3-\text{node}3-\text{time}1, \text{comp}1-\text{node}1-\text{time}2, \text{comp}2-\text{node}1-\text{time}2, \text{comp}3-\text{node}1-\text{time}2, \text{comp}1-\text{node}2-\text{time}2, \text{comp}2-\text{node}2-\text{time}2, \text{comp}3-\text{node}2-\text{time}2, \text{comp}1-\text{node}3-\text{time}2, \text{comp}2-\text{node}3-\text{time}2, \text{comp}3-\text{node}3-\text{time}2, \ldots\)

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 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, ..., m-1 (the coefficients being stored in list-of-coords). Defining g[i] = Sum(j=0, ..., m-1) G[i][j] q[j], with q[j] = u^Q[j][0] v^Q[j][1] w^Q[j][2], then geo-coef-matrix denotes the m x m matrix G and geo-exp-matrix denotes the m x 3 matrix Q.

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 d basis functions f[i], i=0, ..., d-1 (the coefficients being stored in list-of-values). Defining f[i] = Sum(j=0, ..., d-1) F[i][j] p[j], with p[j] = u^P[j][0] v^P[j][1] w^P[j][2] (u, v and w being the coordinates in the element’s parameter space), then val-coef-matrix denotes the d x d matrix F and val-exp-matrix denotes the d x 3 matrix P.

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 215) 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.

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 \( \mu \) is the ICN measure if ICN measure == 1, 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 the ICN if ICN measure == 1, otherwise \(\mu\) is the IGE if IGE measure == 1, otherwise \(\mu\) is the Jacobian determinant.
  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
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(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:
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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:

<table>
<thead>
<tr>
<th></th>
<th>Default value</th>
</tr>
</thead>
<tbody>
<tr>
<td>X0</td>
<td>0</td>
</tr>
<tr>
<td>Y0</td>
<td>0</td>
</tr>
<tr>
<td>Z0</td>
<td>0</td>
</tr>
<tr>
<td>X1</td>
<td>1</td>
</tr>
<tr>
<td>Y1</td>
<td>0</td>
</tr>
<tr>
<td>Z1</td>
<td>0</td>
</tr>
<tr>
<td>X2</td>
<td>0</td>
</tr>
<tr>
<td>Y2</td>
<td>1</td>
</tr>
<tr>
<td>Z2</td>
<td>0</td>
</tr>
<tr>
<td>X3</td>
<td>0</td>
</tr>
<tr>
<td>Y3</td>
<td>0</td>
</tr>
<tr>
<td>Z3</td>
<td>1</td>
</tr>
<tr>
<td>NumPointsU</td>
<td>Default value: 20</td>
</tr>
<tr>
<td>NumPointsV</td>
<td>Default value: 20</td>
</tr>
<tr>
<td>NumPointsW</td>
<td>Default value: 20</td>
</tr>
</tbody>
</table>
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 ‘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 ‘A’*X + ‘B’*Y + ‘C’*Z + ‘D’ = 0.

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

If ‘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-‘Xc’)^2 + (Y-‘Yc’)^2 + (Z-‘Zc’)^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 physical entities in a mesh.

Define the physical entities to which the distance is computed. If Point=0, Line=0, and Surface=0, then the distance is computed to all the boundaries of the mesh (edges in 2D and faces in 3D).

Computation<0. computes the geometrical euclidian distance (warning: different than the geodesic distance), and Computation=a>0.0 solves a PDE on the mesh with the diffusion constant mu = a*bbox, with bbox being the max size of the bounding box of the mesh (see paper Legrand 2006).

Min Scale and max Scale, scale the distance function. If min Scale<0 and max Scale<0, then no scaling is applied to the distance function.

Plugin(Distance) creates a new distance view and also saves the view in the fileName.pos file. String options:

Filename  Default value: "distance.pos"

Numeric options:

PhysPoint  
Default value: 0

PhysLine    Default value: 0

PhysSurface  
Default value: 0

Computation
Default value: -1

MinScale  
Default value: -1

MaxScale  
Default value: -1

Orthogonal
Default value: -1

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(Eigenvectors) 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(FaultZone)

Plugin(FaultZone) convert all the embedded lines of an existing surfacic mesh to flat quadrangles. Flat quadrangles represent joint elements suitable to model a fault zone with Code_Aster.

‘SurfaceTag’ must be an existing plane surface containing embedded lines. Embedded lines must have been added to the surface via the command Line In Surface. The surface must be meshed with quadratic incomplete elements.

‘Thickness’ is the thickness of the flat quadrangles. Set a value different to zero can be helpful to check the connectivity.

‘Prefix’ is the prefix of the name of physicals containing the new embedded. All physicals containing embedded lines are replaced by physicals containing the corresponding joint elements. String options:

Prefix Default value: "FAMI_"

Numeric options:

SurfaceTag Default value: 1

Thickness Default value: 0

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/NumSteps, k = 0, ..., 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 co(b)ination 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"
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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: "$\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: ""
Expression
  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

  OutputDimension
    Default value: 0

  OutputPhysicalGroup
    Default value: 2000

Plugin(MeshVolume)
  Plugin(MeshVolume) computes the volume of the mesh. Only the elements tagged with the physical given in ‘Physical’ and with the dimension given in ‘Dimension’ are taken into account. If ‘Physical’ is equal to -1, the entire mesh (of the given dimension) is considered. 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:

<table>
<thead>
<tr>
<th>Argument</th>
<th>Default value</th>
</tr>
</thead>
<tbody>
<tr>
<td>View</td>
<td>-1</td>
</tr>
<tr>
<td>OverTime</td>
<td>0</td>
</tr>
<tr>
<td>Argument</td>
<td>0</td>
</tr>
<tr>
<td>Visible</td>
<td>1</td>
</tr>
</tbody>
</table>

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 \(\exp(-iwt)\) time dependency; otherwise they are assume to have \(\exp(+iwt)\) 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.

If 'ViewTag' is positive, force that tag for the created view. String options:
Type Default value: "NodeData"

Numeric options:
NumComp Default value: 1
ViewTag Default value: -1

Plugin(Particles)

Plugin(Particles) computes the trajectory of particules 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

\[ A2 \times \frac{d^2X(t)}{dt^2} + A1 \times \frac{dX(t)}{dt} + A0 \times X(t) = F \]

is then solved with the initial conditions \(X(t=0)\) chosen as the grid, \(\frac{dX}{dt}(t=0)=0\), 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) allows to set visible some given 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 ‘NumSlices’ slices, along the X-, Y- or Z-axis depending on the value of ‘Direction’ (0,1,2). The plugin creates partition topology if ‘CreateTopology’ is set. String options:

- **Mapping**  
  Default value: "t"

Numeric options:

- **NumSlices**  
  Default value: 4  
- **Direction**  
  Default value: 0  
- **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

\[
\frac{dX(t)}{dt} = V(x,y,z)
\]

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(ThinLayerFixMesh)**

Fix the mesh in thin parts

**Plugin(Transform)**

Plugin(Transform) transforms the homogeneous node coordinates (x,y,z,1) of the elements in the view ‘View’ by the matrix

\[
\begin{bmatrix}
    A11 & A12 & A13 & Tx \\
    A21 & A22 & A23 & Ty \\
    A31 & A32 & A33 & Tz
\end{bmatrix}
\]

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
Chapter 8: Post-processing module

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: 0
  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’ ($n = 0, 1, 2, \ldots$), 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 215. See Section A.8 [t8.geo], page 141, and Section A.9 [t9.geo], page 144, for some examples.
Chapter 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 74. Such “parsed” views do not require an underlying mesh, and can therefore be easier to use in some cases.)

9.1 MSH file format (version 4)

The MSH file format (version 4) contains one mandatory section giving information about the file ($MeshFormat), followed by several sections defining the physical group names ($PhysicalName, optional), the entities ($Entities), the partitioned entities ($PartitionedEntities, optional), nodes ($Nodes), elements ($Elements), periodicity relations ($Periodic, optional), ghost elements ($GhostElements, optional) and post-processing datasets ($NodeData, $ElementData, $ElementNodeData, all optional).

Important note about efficiency. Node and element tags can be "sparse", i.e., do not have to constitute a continuous list of indexes starting at 1. However, using non-continuous tags will lead to performance degradation. For meshes, non-continuous indexing forces 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.

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.

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). Nodes are assumed to be defined before elements.

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 what follows are written in binary form. Note that the binary mode will evolve in a future minor revision of the format to allow for 64-bit node and element tags.

```
$MeshFormat // same as MSH version 2
    version(ASCII double; currently 4.0) file-type(ASCII int; 1 for binary mode)
    data-size(ASCII int; currently unused)
    <int with value one; only in binary mode, to detect endianness>
$EndMeshFormat

<$PhysicalNames> // same as MSH version 2
    numPhysicalNames(ASCII int)
    dimension(ASCII int) tag(ASCII int) name(127 characters max)
    ...
<$EndPhysicalNames>

$Entities
```
numPoints(unsigned long) numCurves(unsigned long) 
   numSurfaces(unsigned long) numVolumes(unsigned long) 
// points
   tag(int) boxMinX(double) boxMinY(double) boxMinZ(double) 
   boxMaxX(double) boxMaxY(double) boxMaxZ(double) 
   numPhysicals(unsigned long) physicalTag(int) ...
...
// curves
   tag(int) boxMinX(double) boxMinY(double) boxMinZ(double) 
   boxMaxX(double) boxMaxY(double) boxMaxZ(double) 
   numPhysicals(unsigned long) physicalTag(int) ...
   numBoundingPoints(unsigned long) tagPoint(int) ...
...
// surfaces
   tag(int) boxMinX(double) boxMinY(double) boxMinZ(double) 
   boxMaxX(double) boxMaxY(double) boxMaxZ(double) 
   numPhysicals(unsigned long) physicalTag(int) ...
   numBoundingCurves(unsigned long) tagCurve(int) ...
...
// volumes
   tag(int) boxMinX(double) boxMinY(double) boxMinZ(double) 
   boxMaxX(double) boxMaxY(double) boxMaxZ(double) 
   numPhysicals(unsigned long) physicalTag(int) ...
   numBoundngSurfaces(unsigned long) tagSurfaces(int) ...
...
$EndEntities

<$PartitionedEntities>
   numPartitions(int) 
   numGhostEntities(int) 
   ghostEntityTag(int) partition(int) 
   ... 
   numPoints(unsigned long) numCurves(unsigned long) 
   numSurfaces(unsigned long) numVolumes(unsigned long) 
// points
   tag(int) parentDim(int) parentTag(int) numPartitions(int) partitionTag(int) ...
   boxMinX(double) boxMinY(double) boxMinZ(double) 
   boxMaxX(double) boxMaxY(double) boxMaxZ(double) 
   numPhysicals(unsigned long) physicalTag(int) ...
...
// curves
   tag(int) parentDim(int) parentTag(int) numPartitions(int) partitionTag(int) ...
   boxMinX(double) boxMinY(double) boxMinZ(double) 
   boxMaxX(double) boxMaxY(double) boxMaxZ(double) 
   numPhysicals(unsigned long) physicalTag(int) ...
   numBoundingPoints(unsigned long) tagPoint(int) ...
...
// surfaces
tag(int) parentDim(int) parentTag(int) numPartitions(int) partitionTag(int) ...
  boxMinX(double) boxMinY(double) boxMinZ(double)
  boxMaxX(double) boxMaxY(double) boxMaxZ(double)
  numPhysicals(unsigned long) physicalTag(int) ...
  numBoundingCurves(unsigned long) tagCurve(int) ...
...
// volumes
tag(int) parentDim(int) parentTag(int) numPartitions(int) partitionTag(int) ...
  boxMinX(double) boxMinY(double) boxMinZ(double)
  boxMaxX(double) boxMaxY(double) boxMaxZ(double)
  numPhysicals(unsigned long) physicalTag(int) ...
  numBoundingSurfaces(unsigned long) tagSurfaces(int) ...
...
<$EndPartitionedEntities>

$Nodes
  numEntityBlocks(unsigned long) numNodes(unsigned long)
tagEntity(int) dimEntity(int) parametric(int; see below) numNodes(unsigned long)
tag(int) x(double) y(double) z(double)
  <u(double; if parametric and on curve or surface)>
  <v(double; if parametric and on surface)>
...
$EndNodes

$Elements
  numEntityBlocks(unsigned long) numElements(unsigned long)
tagEntity(int) dimEntity(int) typeEle(int; see below) numElements(unsigned long)
tag(int) numVert(int) ...
...
$EndElements

<$Periodic> // same as in MSH version 2
  numPeriodicLinks(int)
  slaveDim(int) slaveTag(int) masterTag(int)
  < Affine value(double) ... >
  correspondingVertexSize(unsigned long)
  numVert(int) numVert(int)
...
<$EndPeriodic>

<$GhostElements>
  numGhostElement(int)
  elementTag(int) partition(int) numGhostPartitions(int) ghostPartition(int) ...
<$EndGhostElements>

<$NodeData>
numStringTags(ASCII int)
stringTag(string) ...
numRealTags(ASCII int)
realTag(ASCII double) ...
numIntegerTags(ASCII int)
integerTag(ASCII int) ...
nodeNumber(int) value(double) ...
<$EndNodeData>

<$ElementData>
numStringTags(ASCII int)
stringTag(string) ...
numRealTags(ASCII int)
realTag(ASCII double) ...
numIntegerTags(ASCII int)
integerTag(ASCII int) ...
elementNumber(int) value(double) ...
<$EndElementData>

<$ElementNodeData>
numStringTags(ASCII int)
stringTag(string) ...
numRealTags(ASCII int)
realTag(ASCII double) ...
numIntegerTags(ASCII int)
integerTag(ASCII int) ...
elementNumber(int) numNodesPerElement(int) value(double) ...
<$EndElementNodeData>

<$InterpolationScheme>
namename(string)
umElementTopologies(ASCII int)
elementTopology
numInterpolationMatrices(ASCII int)
numRows(ASCII int) numColumns(ASCII int) value(ASCII double) ...
<$EndInterpolationScheme>

typeEle is e.g.:
1 2-node line.
2 3-node triangle.
3 4-node quadrangle.
4 4-node tetrahedron.
5 8-node hexahedron.
6-node prism.

5-node pyramid.

3-node second order line (2 nodes associated with the vertices and 1 with the edge).

6-node second order triangle (3 nodes associated with the vertices and 3 with the edges).

9-node second order quadrangle (4 nodes associated with the vertices, 4 with the edges and 1 with the face).

10-node second order tetrahedron (4 nodes associated with the vertices and 6 with the edges).

27-node second order hexahedron (8 nodes associated with the vertices, 12 with the edges, 6 with the faces and 1 with the volume).

18-node second order prism (6 nodes associated with the vertices, 9 with the edges and 3 with the quadrangular faces).

14-node second order pyramid (5 nodes associated with the vertices, 8 with the edges and 1 with the quadrangular face).

1-node point.

8-node second order quadrangle (4 nodes associated with the vertices and 4 with the edges).

20-node second order hexahedron (8 nodes associated with the vertices and 12 with the edges).

15-node second order prism (6 nodes associated with the vertices and 9 with the edges).

13-node second order pyramid (5 nodes associated with the vertices and 8 with the edges).

9-node third order incomplete triangle (3 nodes associated with the vertices, 6 with the edges)

10-node third order triangle (3 nodes associated with the vertices, 6 with the edges, 1 with the face)

12-node fourth order incomplete triangle (3 nodes associated with the vertices, 9 with the edges)

15-node fourth order triangle (3 nodes associated with the vertices, 9 with the edges, 3 with the face)

15-node fifth order incomplete triangle (3 nodes associated with the vertices, 12 with the edges)

21-node fifth order complete triangle (3 nodes associated with the vertices, 12 with the edges, 6 with the face)

4-node third order edge (2 nodes associated with the vertices, 2 internal to the edge)
5-node fourth order edge (2 nodes associated with the vertices, 3 internal to the edge)

6-node fifth order edge (2 nodes associated with the vertices, 4 internal to the edge)

20-node third order tetrahedron (4 nodes associated with the vertices, 12 with the edges, 4 with the faces)

35-node fourth order tetrahedron (4 nodes associated with the vertices, 18 with the edges, 12 with the faces, 1 in the volume)

56-node fifth order tetrahedron (4 nodes associated with the vertices, 24 with the edges, 24 with the faces, 4 in the volume)

64-node third order hexahedron (8 nodes associated with the vertices, 24 with the edges, 24 with the faces, 8 in the volume)

125-node fourth order hexahedron (8 nodes associated with the vertices, 36 with the edges, 54 with the faces, 27 in the volume)

See below for the ordering of the nodes.

The post-processing sections are identical to the ones in the version 2 file format (see below). These sections will be reworked in a future minor revision of the version 4 format (e.g. version 4.1 or 4.2).

### 9.2 Node ordering

Historically, Gmsh developers have started by implementing linear elements (lines, triangles, quads, tets, prisms and hexes). Then, second and sometimes third order elements have been hardcoded. We here distinguish "low order elements" that have been hardcoded initially and "high order elements" that have been coded in a 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.

<table>
<thead>
<tr>
<th>Line:</th>
<th>Line3:</th>
<th>Line4:</th>
</tr>
</thead>
<tbody>
<tr>
<td>0---------1 --&gt; u</td>
<td>0-----2----1</td>
<td>0----2----3----1</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Triangle:</th>
<th>Triangle6:</th>
<th>Triangle9/10:</th>
<th>Triangle12/15:</th>
</tr>
</thead>
<tbody>
<tr>
<td>v</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>^</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>2</td>
<td>2</td>
<td>9 8</td>
<td></td>
</tr>
<tr>
<td>\</td>
<td>\</td>
<td>\</td>
<td></td>
</tr>
<tr>
<td>8</td>
<td>7 6</td>
<td>10 (14) 7</td>
<td></td>
</tr>
<tr>
<td>\</td>
<td>\</td>
<td>\</td>
<td></td>
</tr>
<tr>
<td>0---------1 --&gt; u</td>
<td>0---3---4---1</td>
<td>0---3---4---5---1</td>
<td></td>
</tr>
</tbody>
</table>
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

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 (version 4)], page 107. It is defined as follows:

The format 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 slave-entity-tag master-entity-tag
number-of-nodes
slave-node-number master-node-number
...
$EndPeriodic
$NodeData
number-of-string-tags
< "string-tag" >
...
number-of-real-tags
< real-tag >
...
number-of-integer-tags
```
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 (version 4)], page 107.

**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 geometrical 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 112.

**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 \( n_{comp} \) values per node
(resp. per element), where \( n_{comp} \) is the number of field components. For
**ElementNodeData** views, there are \( n_{comp} \) 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 74). The matrices are specified by 2 integers
(\( num\text{-}rows \) and \( num\text{-}columns \)) 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
quad #1: type 3, physical 99, elementary 2, nodes 1 2 3 4
2 3 2 99 2 2 5 6 3
quad #2: type 3, physical 99, elementary 2, nodes 2 5 6 3
$EndElements
$NodeData
1
"A scalar view" the name of the view ("A scalar view")
1
one real tag:
0.0 the time value (0.0)
3
three integer tags:
0 the time step (0; time steps always start at 0)
1 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:

```c
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 \( \text{number-of-nodes} \times (4 + 3 \times \text{data-size}) \) bytes. For each node, the first 4 bytes contain the node number and the next \( (3 \times \text{data-size}) \) bytes contain the three floating point coordinates.

Here is a pseudo C code to write *nodes-binary*:

```c
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 \( 3 \times 4 \) 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 pseudocode to write *element-header-binary*:

```c
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” \( \times (4 + \text{number-of-tags} \times 4 + \# \text{node-number-list} \times 4) \) bytes. For each element, the first four bytes contain the element number, the next \( \text{number-of-tags} \times 4 \) contain the tags, and the last \( \# \text{node-number-list} \times 4 \) contain the node indices.

Here is a pseudocode to write *elements-binary* for triangles with the 2 standard tags (the physical and elementary regions):

```c
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

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 (version 4)], page 107. It is defined as follows:

```
$NOD
number-of-nodes
node-number x-coord y-coord z-coord
...
$ENDDNOD
```
$\text{ELM}\\number-of-elements\\elm-number \ elm-type \ reg-phys \ reg-elem \ number-of-nodes \ node-number-list \\
... \\
$\text{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 112.

### 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 (version 4)], page 107. 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
```
where

```plaintext
< 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
```

**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, \( \text{data-size} = \text{sizeof(double)} \)).

**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 \( \text{nb-time-steps} \) 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 \( \text{nb-scalar-points} \) scalar points, \( \text{nb-vector-points} \) vector points, ..., for each of the \( \text{time-step-values} \).

For example, \( \text{vector-triangle-value} \) is defined as:

\[
\begin{align*}
\text{coord1-node1} & \quad \text{coord1-node2} & \quad \text{coord1-node3} \\
\text{coord2-node1} & \quad \text{coord2-node2} & \quad \text{coord2-node3} \\
\text{coord3-node1} & \quad \text{coord3-node2} & \quad \text{coord3-node3} \\
\text{comp1-node1-time1} & \quad \text{comp2-node1-time1} & \quad \text{comp3-node1-time1} \\
\text{comp1-node2-time1} & \quad \text{comp2-node2-time1} & \quad \text{comp3-node2-time1} \\
\text{comp1-node3-time1} & \quad \text{comp2-node3-time1} & \quad \text{comp3-node3-time1} \\
\text{comp1-node1-time2} & \quad \text{comp2-node1-time2} & \quad \text{comp3-node1-time2} \\
\text{comp1-node2-time2} & \quad \text{comp2-node2-time2} & \quad \text{comp3-node2-time2} \\
\text{comp1-node3-time2} & \quad \text{comp2-node3-time2} & \quad \text{comp3-node3-time2} \\
\end{align*}
\]

... The ordering of the nodes is given in Section 9.2 [Node ordering], page 112.

**text2d**

is a list of 4 double precision numbers:

\[
\text{coord1} \quad \text{coord2} \quad \text{style} \quad \text{index}
\]

where \( \text{coord1} \) and \( \text{coord2} \) give the X-Y position of the 2D string in screen coordinates (measured from the top-left corner of the window) and where \( \text{index} \) gives the starting index of the string in \( \text{text2d-chars} \). If \( \text{coord1} \) (respectively \( \text{coord2} \)) is negative, the position is measured from the right (respectively bottom) edge of the window. If \( \text{coord1} \) (respectively \( \text{coord2} \)) is larger than 99999,
the string is centered horizontally (respectively vertically). If \textit{style} is equal to zero, the text is aligned bottom-left and displayed using the default font and size. Otherwise, \textit{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).

\texttt{text2d-chars}

is a list of \textit{nb-text2d-chars} characters. Substrings are separated with the null ‘\0’ character.

\texttt{text3d}

is a list of 5 double precision numbers

\begin{verbatim}
coord1 coord2 coord3 style index
\end{verbatim}

where \texttt{coord1}, \texttt{coord2} and \texttt{coord3} give the XYZ coordinates of the string in model (real world) coordinates, \texttt{index} gives the starting index of the string in \texttt{text3d-chars}, and \texttt{style} has the same meaning as in \texttt{text2d}.

\texttt{text3d-chars}

is a list of \textit{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], page 122, except that:

1. \textit{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 \texttt{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:

\begin{verbatim}
int one = 1;

fprintf(file, "$PostFormat
$EndPostFormat
$View
$View\n",
view-name, nb-time-steps,
nb-scalar-points, nb-vector-points, nb-tensor-points,

"
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utschen
In this pseudo-code, \texttt{all-scalar-point-values} is the array of double precision numbers containing all the \texttt{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 127. The files corresponding to these examples are available in the tutorial directory of the Gmsh distribution.

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 elementery 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) containg 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};
//
Appendix A: Tutorial

// 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, lc};
Line(5) = {4, 5};

// But Gmsh also provides tools to transform (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, lc}; Point(101) = {0.08, 0.3, 0.1, lc};
Point(102) = {0.08, 0.4, 0.1, lc}; Point(103) = {0., 0.4, 0.13, lc};
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 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:


// You can use the ‘Help->Current options’ menu to see the current values of all...
Appendix A: Tutorial 133

// 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 add 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,-12,13,14,12,-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 proving the direction
// of the bottom and left edge of the image in model space:
T3(-0.01, 0.09, 0, 0){ "file://image.png@0.01x0,0,1,0,1,0" };  

// 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;
1car3 = .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) = {0.5,0.5,0.5,1car2}; Point(2) = {0.5,0.5,0,1car1};
Point(3) = {0.5,0.5,1car1}; Point(4) = {0,0,0.5,1car1};
Point(5) = {0.5,0,0.5,1car1}; Point(6) = {0.5,0,0,1car1};
Point(7) = {0,0.5,0.5,1car1}; Point(8) = {0,1,0,1car1};
Point(9) = {1,1,0,1car1}; Point(10) = {0,1,1,1car1};
Point(11) = {0,1,1,1car1}; Point(12) = {1,1,1,1car1};
Point(13) = {1,0,1,1car1}; Point(14) = {1,0,0,1car1};

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};
l2 = newreg; Curve Loop(l2) = {c9,-c5,c1};
l3 = newreg; Curve Loop(l3) = {c12,-c8,-c1};
l4 = newreg; Curve Loop(l4) = {c8,-c4,c11};
l5 = newreg; Curve Loop(l5) = {-c10,c6,c3};
l6 = newreg; Curve Loop(l6) = {-c11,-c3,c7};
l7 = newreg; Curve Loop(l7) = {-c12,-c7,-c12};
l8 = newreg; Curve Loop(l8) = {-c6,-c9,c2};

// 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,l11+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;

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, lc};
p2 = newp; Point(p2) = {-0.05, 0.1, 0, lc};

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 l1, l2 and l3 (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{l1} = 6;
Transfinite Curve{l2} = 6;
Transfinite Curve{l3} = 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.Smoothing = 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.Text = Black;
General.Orthographic = 0;
General.Axes = 0; General.SmallAxes = 0;

// We also set some options for each post-processing view:

v0 = PostProcessingNbViews-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.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"
     Print("RANGE 10") >> "t8.par"
     Printf("PSEARCH_ALG EXHAUSTIVE") >> "t8.par"
     Printf("BSEARCH_ALG CROSS2") >> "t8.par"
     Printf("IQSCALE 1") >> "t8.par"
     Printf("PQSSCALE 1") >> "t8.par"
     Printf("BQSSCALE 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 an 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 -------------------
//        /         |
//        /         |
//        /         |         |
// Attractor 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].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 an Attractor around point 1
Field[4] = Attractor;
Field[4].NodesList = {1};

// We can then create a MathEval field with a function that depends on the
// return value of the Attractr Field[4], i.e., depending on the distance to
// point 1 (here using a cubic law, with minimum element size = lc / 100)
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,
// 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

// For even better quadrilateral meshes, you can try the experimental "Delaunay
// for quads" (DelQuad) meshing algorithm: DelQuad is a triangulation algorithm
// that enables to create right triangles almost everywhere. Uncomment the
// following line to try DelQuad: Mesh.Algorithm = 8;

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.

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
Compound Curve{2, 3, 4};
// Idem with curves 6, 7 and 8
Compound Curve{6, 7, 8};

// Treat surfaces 12, 14 and 16 as a single surface
Compound Surface{1, 5, 10};

A.13 t13.geo

******************************************************************************
* Gmsh tutorial 13
* Remeshing without an underlying CAD model
******************************************************************************

// Let's merge a mesh that we would like to remesh. This mesh was reclassified
// ("colored") from an initial STL triangulation using the "Reclassify 2D" tool
// in Gmsh, so that we could split it along sharp geometrical features.
Merge "t13_data.msh";

// Create a geometry for all the curves and surfaces in the mesh, by computing a
// parametrization for each entity
CreateGeometry;

// Create a volume as usual
Surface Loop(1) = Surface{:};
Volume(1) = {1};

// element size imposed by a size field
Field[1] = MathEval;
Field[1].F = "4";
Background Field = 1;

funny = DefineNumber[0, Choices{0,1}, Name "Parameters/Apply funny mesh size field? "];
If(funny)
  Field[1].F = "2*Sin((x+y)/5) + 3";
EndIf

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}};

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(1) = {7, p+1};
Curve{1} 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};
l1 = newl1;
Curve Loop(ll) = {l+1:l+4};
s = new;
Plane Surface(s) = {ll};
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.

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 Ann Bamg Bfgs 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 OpenGL OptHom PETSc
Parser Plugins Png[fltk] Post QuadTri SLEPc Solver TetGen/BR 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: "4.1.3-git-2e24d6f0a"
  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
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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.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.MeshDiscrete
   Mesh discrete surfaces through automatic parametrization (MUMPS required for efficiency) (0)
   Default value: 0
   Saved in: General.OptionsFileName

General.MessageFontSize
   Size of the font in the message window, in pixels (-1: automatic)
   Default value: -1
   Saved in: General.OptionsFileName
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**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 * 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
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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
Appendix B: Options

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.Options.FileName

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 keep the unit defined in the STEP and IGES file)
Appendix B: Options

Default value: "M"
Saved in: General.OptionsFileName

**Geometry.AutoCoherence**
Should all duplicate entities be automatically removed? (If AutoCoherence == 2, also remove degenerate entities)
Default value: 1
Saved in: General.OptionsFileName

**Geometry.Clip**
Enable clipping planes? (Plane\[i\]=2\(^i\), i=0,...,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
Default value: 1
Saved in: General.OptionsFileName

Geometry.OCCDisableSTL
Disable STL computation
Default value: 0
Saved in: General.OptionsFileName

Geometry.OCCFixDegenerated
Fix degenerated edges/faces in STEP, IGES and BRep models
Default value: 0
Saved in: General.OptionsFileName

Geometry.OCCFixSmallEdges
Fix small edges in STEP, IGES and BRep models
Default value: 0
Saved in: General.OptionsFileName

Geometry.OCCFixSmallFaces
Fix small faces in STEP, IGES and BRep models
Default value: 0
Saved in: General.OptionsFileName

Geometry.OCCSewFaces
Sew faces in STEP, IGES and BRep models
Default value: 0
Saved in: General.OptionsFileName

Geometry.OCCParallel
Use multi-threaded OCC boolean operators
Default value: 0
Saved in: General.OptionsFileName

Geometry.OCCBooleanPreserveNumbering
Try to preserve numbering of entities through OCC boolean operations
Default value: 1
Saved in: General.OptionsFileName
Geometry.OCCScaling
Scale STEP, IGES and BRep model by given factor
Default value: 1
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
Appendix B: Options

**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.Options.FileName

**Geometry.OrientedPhysicals**
Use sign of elementary entity in physical definition as orientation indicator
Default value: 1
Saved in: General.Options.FileName

**Geometry.SnapX**
Snapping grid spacing along the X-axis
Default value: 0.1
Saved in: General.Options.FileName

**Geometry.SnapY**
Snapping grid spacing along the Y-axis
Default value: 0.1
Saved in: General.Options.FileName

**Geometry.SnapZ**
Snapping grid spacing along the Z-axis
Default value: 0.1
Saved in: General.Options.FileName

**Geometry.Surfaces**
Display geometry surfaces?
Default value: 0
Saved in: General.Options.FileName

**Geometry.SurfaceNumbers**
Display surface numbers?
Default value: 0
Saved in: General.Options.FileName
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: -
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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.Color.Normals
   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, 7: BAMG, 8: DelQuad)
   Default value: 2
   Saved in: General.OptionsFileName

Mesh.Algorithm3D
   3D mesh algorithm (1: Delaunay, 4: Frontal, 5: Frontal Delaunay, 6: Frontal Hex, 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
Appendix B: Options

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 rad) 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.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: linear elements, N (<6): elements of higher order)
  Default value: 1
  Saved in: General.OptionsFileName
Mesh.Expload
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
Default value: 10
Saved in: General.OptionsFileName

Mesh.Hexahedra
Display mesh hexahedra?
Default value: 1
Saved in: General.OptionsFileName

Mesh.HighOrderNumLayers
Number of high order mesh elements to consider for optimization
Default value: 6
Saved in: -

Mesh.HighOrderOptimize
Optimize high order meshes?
Default value: 0
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 Must be between -1.0 and 0.5, excluded
Default value: 0.33
Saved in: -
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.HighOrderOptPrimSurfMesh
- Try to fix flipped surface mesh elements in high-order optimizer
- Default value: 0
- 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 MaxNumThreads)
Default value: 0
Saved in: General.OptionsFileName

Mesh.MaxNumThreads2D
Maximum number of threads for 2D meshing (0: use MaxNumThreads)
Default value: 0
Saved in: General.OptionsFileName

Mesh.MaxNumThreads3D
Maximum number of threads for 3D meshing (0: use MaxNumThreads)
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 (1: Recursive, 2: K-way)
Default value: 1
Saved in: General.OptionsFileName

Mesh.MetisEdgeMatching
METIS edge matching type (1: Random, 2: Sorted Heavy-Edge)
Default value: 2
Saved in: General.OptionsFileName

Mesh.MetisRefinementAlgorithm
METIS algorithm for k-way refinement (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
  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.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
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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 partition ghost cells
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: -

MeshNormals
    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
Appendix B: Options

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~vol/sum_face/max_edge, 3: Disto~minJ/maxJ)

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 RandomFactor * size(triangle)/size(model) approaches machine accuracy)

Default value: 1e-09

Saved in: `General.OptionsFileName`

**Mesh.RandomFactor3D**

Random factor used in the 3D meshing algorithm

Default value: 1e-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 (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`
Appendix B: Options

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 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
Appendix B: Options

Mesh.SmoothRatio
   Ratio between mesh sizes at nodes of a same edge (used in BAMG)
   Default value: 1.8
   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.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
Appendix B: Options

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
Appendix B: Options

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 ‘DoubleClickedGraphPointCommand’
  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: -
Appendix B: Options

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*0xC0CCF"
  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*0xFF0F"
  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
  Ascissa 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
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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.AxesTicsX
  Number of tics on the X-axis
  Default value: 5
  Saved in: General.OptionsFileName

View.AxesTicsY
  Number of tics on the Y-axis
  Default value: 5
  Saved in: General.OptionsFileName

View.AxesTicsZ
  Number of tics 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? (Plane[i]=2^i, i=0,...,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 != 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 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
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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 (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 (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)
Appendix B: Options

Default value: 0
Saved in: General.OptionsFileName

View.PositionX
X position (in pixels) of the scale or 2D plot (\(< 0\): measure from right edge; \(\geq 1e5\): 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; \(\geq 1e5\): 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 Visualization Type
  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: -
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**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
Appendix B: Options

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_ANN**
  Enable ANN (used for fast point search in mesh/post) (default: ON)

- **ENABLE_BAMG**
  Enable Bamg 2D anisotropic mesh generator (default: ON)

- **ENABLE_BFGS**
  Enable BFGS (used by some mesh optimizers) (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 Kbipack (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 Kbipack (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_MMG3D
Enable MMG3D 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_MSMC_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: ON)

ENABLE_OCC
   Enable OpenCASCADE CAD kernel (default: ON)

ENABLE_OCC_CAF
   Enable OpenCASCADE CAF module (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: ON)

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: ON)

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/gmshwikis/Gmsh-compile) 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 127.

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 functions available in the API are given below (see the relevant header/module file for the exact definition in each supported language):

Module /gmsh

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 app. If readConfigFiles is set, read system Gmsh configuration files (gmshrc and gmsh-options).

Input:    argv, readConfigFiles
Output:   -
Return:   -

finalize

Finalize Gmsh. This must be called when you are done using the Gmsh API.

Input:    -
Output:   -

1 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.
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.
Input:  fileName
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.
Input:  fileName
Output:  -
Return:  -

write
Write a file. The export format is determined by the file extension.
Input:  fileName
Output:  -
Return:  -

clear
Clear all loaded models and post-processing data, and add a new empty model.
Input:  -
Output:  -
Return:  -

Module /gmsh\option

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.
Input:  name
Output:  value
Return:  -

setString
Set a string option to value.
### Input: \( \text{name, value} \)
### Output: -
### Return: -

#### getgetString
Get the value of a string option.

Input: \( \text{name} \)
Output: \( \text{value} \)
Return: -

### Module /gmsh/model

#### add
Add a new model, with name \text{name}, and set it as the current model.

Input: \( \text{name} \)
Output: -
Return: -

#### remove
Remove the current model.

Input: -
Output: -
Return: -

#### list
List the names of all models.

Input: -
Output: \( \text{names} \)
Return: -

#### setCurrent
Set the current model to the model with name \text{name}. If several models have the same name, select the one that was added first.

Input: \( \text{name} \)
Output: -
Return: -

#### getEntities
Get all the (elementary) geometrical entities in the current model. If \text{dim} is \( \geq 0 \), return only the entities of the specified dimension (e.g. points if \text{dim} == 0). The entities are returned as a vector of \( (\text{dim}, \text{tag}) \) integer pairs.

Input: \( \text{dim} \)
Output: \( \text{dimTags} \)
Return: -
getPhysicalGroups
Get all the physical groups in the current model. If \texttt{dim} is \textgreater{} 0, return only the entities of the specified dimension (e.g. physical points if \texttt{dim} == 0). The entities are returned as a vector of \((\text{dim}, \text{tag})\) integer pairs.

Input: \(\text{dim}\)
Output: \(\text{dimTags}\)
Return: -

getEntitiesForPhysicalGroup
Get the tags of the geometrical entities making up the physical group of dimension \(\text{dim}\) and tag \(\text{tag}\).

Input: \(\text{dim}, \text{tag}\)
Output: \(\text{tags}\)
Return: -

getPhysicalGroupsForEntity
Get the tags of the physical groups (if any) to which the geometrical entity of dimension \(\text{dim}\) and tag \(\text{tag}\) belongs.

Input: \(\text{dim}, \text{tag}\)
Output: \(\text{physicalTags}\)
Return: -

addPhysicalGroup
Add a physical group of dimension \(\text{dim}\), grouping the elementary entities with tags \(\text{tags}\). Return the tag of the physical group, equal to \(\text{tag}\) if \(\text{tag}\) is positive, or a new tag if \(\text{tag} < 0\).

Input: \(\text{dim}, \text{tags}, \text{tag}\)
Output: -
Return: integer value

setPhysicalName
Set the name of the physical group of dimension \(\text{dim}\) and tag \(\text{tag}\).

Input: \(\text{dim}, \text{tag}, \text{name}\)
Output: -
Return: -

getPhysicalName
Get the name of the physical group of dimension \(\text{dim}\) and tag \(\text{tag}\).

Input: \(\text{dim}, \text{tag}\)
Output: \(\text{name}\)
Return: -
getBoundary
Get the boundary of the geometrical 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 (elementary) geometrical 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 geometrical entity of dimension dim and tag tag.

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 geometrical 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 \texttt{dimTags} of the current model. If \texttt{recursive} is true, remove all the entities on their boundaries, down to dimension 0.

Input: \texttt{dimTags, recursive}
Output: -
Return: -

removePhysicalGroups
Remove the physical groups \texttt{dimTags} of the current model. If \texttt{dimTags} is empty, remove all groups.

Input: \texttt{dimTags}
Output: -
Return: -

removePhysicalName
Remove the physical name \texttt{name} of the current model.

Input: \texttt{name}
Output: -
Return: -

getType
Get the type of the entity of dimension \texttt{dim} and tag \texttt{tag}.

Input: \texttt{dim, tag}
Output: \texttt{entityType}
Return: -

getParent
In a partitioned model, get the parent of the entity of dimension \texttt{dim} and tag \texttt{tag}, i.e. from which the entity is a part of, if any. \texttt{parentDim} and \texttt{parentTag} are set to -1 if the entity has no parent.

Input: \texttt{dim, tag}
Output: \texttt{parentDim, parentTag}
Return: -

getPartitions
In a partitioned model, return the tags of the partition(s) to which the entity belongs.

Input: \texttt{dim, tag}
Output: \texttt{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 paramet-
ric 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:    -

defGetDerivative
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:    -

defGetCurvature
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:    -

defGetPrincipalCurvatures
Evaluate the principal curvatures of the surface with tag tag at the para-
metric 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 geometrical 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 geometrical entity of dimension dim and tag tag.
Input: dim, tag
Output: value
Return: -

setColor
Set the color of the geometrical 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 geometrical entity of dimension dim and tag tag.
Input: dim, tag
Output: r, g, b, a
Return: -

Module /gmsh/model/mesh
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: -

refine
Refine the mesh of the current model by uniformly splitting the elements.

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: -

g 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: -

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, 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
Output:  \texttt{nodeTags, coord, parametricCoord}

Return:  -

\textbf{getNode}  
Get the coordinates and the parametric coordinates (if any) of the node with tag \texttt{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:  \texttt{nodeTag}

Output:  \texttt{coord, parametricCoord}

Return:  -

\textbf{rebuildNodeCache}  
Rebuild the node cache.

Input:  \texttt{onlyIfNecessary}

Output:  -

Return:  -

\textbf{getNodesForPhysicalGroup}  
Get the nodes from all the elements belonging to the physical group of dimension \texttt{dim} and tag \texttt{tag}. \texttt{nodeTags} contains the node tags; \texttt{coord} is a vector of length 3 times the length of \texttt{nodeTags} that contains the x, y, z coordinates of the nodes, concatenated: \([n1x, n1y, n1z, n2x, ...] \).

Input:  \texttt{dim, tag}

Output:  \texttt{nodeTags, coord}

Return:  -

\textbf{setNodes}  
Set the nodes classified on the geometrical entity of dimension \texttt{dim} and tag \texttt{tag}. \texttt{nodeTags} contains the node tags (their unique, strictly positive identification numbers). \texttt{coord} is a vector of length 3 times the length of \texttt{nodeTags} that contains the x, y, z coordinates of the nodes, concatenated: \([n1x, n1y, n1z, n2x, ...] \). The optional \texttt{parametricCoord} vector contains the parametric coordinates of the nodes, if any. The length of \texttt{parametricCoord} can be 0 or \texttt{dim} times the length of \texttt{nodeTags}.

Input:  \texttt{dim, tag, nodeTags, coord, parametricCoord}

Output:  -

Return:  -

\textbf{reclassifyNodes}  
Reclassify all nodes on their associated geometrical 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.
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
Get the tag, type and node tags of the 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.

Input:  x, y, z
Output:  elementTag, elementType, nodeTags
Return:  -

setElements
Set the elements of 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: -

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: -

getElementProperties
Get the properties of an element of type elementType: its name (elementName), dimension (dim), order (order), number of nodes (numNodes) and parametric node coordinates (parametricCoord vector, of length dim times numNodes).

Input:  elementType
Output: elementName, dim, order, numNodes, parametricCoord
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 the data for getElementsByType. This is necessary only if getElementsByType is called with numTasks > 1.

Input:  elementType, elementTag, nodeTag, tag
Output: elementTags, nodeTags
Return: -
getJacobians
Get the Jacobians of all the elements of type `elementType` classified on the entity of dimension `dim` and tag `tag`, at the G integration points required by the `integrationType` integration rule (e.g. "Gauss4"). 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 a 3x3 Jacobian matrix (by row), for each integration point: \([e1g1Jxx, e1g1Jxy, e1g1Jxz, ... e1g1Jzz, e1g2Jxx, ..., e1gGJzz, e2g1Jxx, ...]\). `determinants` contains for each element the determinant of the Jacobian matrix for each integration point: \([e1g1, e1g2, ... e1gG, e2g1, ...]\). `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`, `integrationType`, `tag`, `task`, `numTasks`
Output: `jacobians`, `determinants`, `points`
Return: -

preallocateJacobians
Preallocate the data required by `getJacobians`. This is necessary only if `getJacobians` is called with `numTasks > 1`.

Input: `elementType`, `integrationType`, `jacobian`, `determinant`, `point`, `tag`
Output: `jacobians`, `determinants`, `points`
Return: -

getBasisFunctions
Get the basis functions of the element of type `elementType` for the given `integrationType` integration rule (e.g. "Gauss4") and `functionSpaceType` function space (e.g. "IsoParametric"). `integrationPoints` contains the parametric coordinates u, v, w and the weight q for each integration point, concatenated: \([g1u, g1v, g1w, g1q, g2u, ...]\). `numComponents` returns the number C of components of a basis function. `basisFunctions` contains the evaluation of the basis functions at the integration points: \([g1f1, ..., g1fC, g2f1, ...]\).

Input: `elementType`, `integrationType`, `functionSpaceType`
Output: `integrationPoints`, `numComponents`, `basisFunctions`
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 `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 the data required by `getBarycenters`. This is necessary only if `getBarycenters` is called with `numTasks > 1`.

Input: `elementType, tag`
Output: `barycenters`
Return: `-`

setSize
Set a mesh size constraint on the geometrical 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 geometrical 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 geometrical 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 geometrical 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 geometrical entity). 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 geometrical entities of dimension dim and tags tags in the (inDim, inTag) geometrical entity. inDim must be strictly greater than dim.
Input: dim, tags, inDim, inTag
Reorder the elements of type `elementType` classified on the entity of tag `tag` according to `ordering`.

Input: `elementType`, `tag`, `ordering`

Output: -
Return: -

Renumber the node tags in a continuous sequence.

Input: -

Output: -
Return: -

Renumber the element tags in a continuous sequence.

Input: -

Output: -
Return: -

Set the meshes of the entities of dimension `dim` and tag `tags` as periodic copies of the meshes of entities `tagsSource`, using the affine transformation specified in `affineTransform` (16 entries of a 4x4 matrix, by row). Currently only available for `dim == 1` and `dim == 2`.

Input: `dim`, `tags`, `tagsSource`, `affineTransform`

Output: -
Return: -

Get the master entity, periodic node pairs and affine transform for the entity of dimension `dim` and tag `tag`.

Input: `dim`, `tag`

Output: `tagMaster`, `nodes`, `affineTransform`
Return: -

Remove duplicate nodes in the mesh of the current model.

Input: -

Output: -
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). Warning: this is an experimental feature.

Input: -
Output: -
Return: -

createGeometry
Create 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). Warning: this is an experimental feature.

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 $\text{domainTags}$; if empty, the whole mesh is the domain. The computation subdomain for relative homology computation is given in a list of physical group tags $\text{subdomainTags}$; if empty, absolute homology is computed. The dimensions homology bases to be computed are given in the list $\text{dim}$; if empty, all bases are computed. Resulting basis representation chains are stored as physical groups in the mesh.

Input: $\text{domainTags}$, $\text{subdomainTags}$, $\text{dims}$
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 $\text{domainTags}$; if empty, the whole mesh is the domain. The computation subdomain for relative cohomology computation is given in a list of physical group tags $\text{subdomainTags}$; if empty, absolute cohomology is computed. The dimensions homology bases to be computed are given in the list $\text{dim}$; if empty, all bases are computed. Resulting basis representation cochains are stored as physical groups in the mesh.

Input: $\text{domainTags}$, $\text{subdomainTags}$, $\text{dims}$
Output: -
Return: -
Module /gmsh/model/mesh/field

**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:** `-`
Module /gmsh/model/geo

addPoint  Add a geometrical point in the internal GEO 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 Pi) 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 \((nx, ny, nz) \neq (0,0,0)\), 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 Pi) 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`

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 geometrical entries 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.
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 geometrical 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 geometrical 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.

Input: `dimTags`, `x`, `y`, `z`, `ax`, `ay`, `az`, `angle`, `numElements`, `heights`, `recombine`
Output: `outDimTags`
Return: `-`

twist
Extrude the geometrical 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 \((ax, ay, az)\). Return extruded entities in \textit{outDimTags}. If \textit{numElements} is not empty, also extrude the mesh: the entries in \textit{numElements} give the number of elements in each layer. If \textit{height} is not empty, it provides the (cumulative) height of the different layers, normalized to 1.

Input: \(\text{dimTags, x, y, z, dx, dy, dz, ax, ay, az, angle, numElements, heights, recombine}\)

Output: \(\text{outDimTags}\)

Return: \(-\)

\textit{translate}

Translate the geometrical entities \textit{dimTags} along \((dx, dy, dz)\).

Input: \(\text{dimTags, dx, dy, dz}\)

Output: \(-\)

Return: \(-\)

\textit{rotate}

Rotate the geometrical entities \textit{dimTags} of \textit{angle} radians around the axis of revolution defined by the point \((x, y, z)\) and the direction \((ax, ay, az)\).

Input: \(\text{dimTags, x, y, z, ax, ay, az, angle}\)

Output: \(-\)

Return: \(-\)

\textit{dilate}

Scale the geometrical entities \textit{dimTag} by factors \(a, b\) and \(c\) along the three coordinate axes; use \((x, y, z)\) as the center of the homothetic transformation.

Input: \(\text{dimTags, x, y, z, a, b, c}\)

Output: \(-\)

Return: \(-\)

\textit{symmetrize}

Apply a symmetry transformation to the geometrical entities \textit{dimTag}, with respect to the plane of equation \(a \cdot x + b \cdot y + c \cdot z + d = 0\).

Input: \(\text{dimTags, a, b, c, d}\)

Output: \(-\)

Return: \(-\)

\textit{copy}

Copy the entities \textit{dimTags}; the new entities are returned in \textit{outDimTags}.

Input: \(\text{dimTags}\)

Output: \(\text{outDimTags}\)

Return: \(-\)

\textit{remove}

Remove the entities \textit{dimTags}. If \textit{recursive} is true, remove all the entities on their boundaries, down to dimension 0.
Input: \text{dimTags, recursive}
Output: -
Return: -

\textbf{removeAllDuplicates}
Remove all duplicate entities (different entities at the same geometrical location).
Input: -
Output: -
Return: -

\textbf{synchronize}
Synchronize the internal GEO 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: -

\textbf{Module /gmsh/model/geo/mesh}

\textbf{setSize}
Set a mesh size constraint on the geometrical entities \text{dimTags}. Currently only entities of dimension 0 (points) are handled.
Input: \text{dimTags, size}
Output: -
Return: -

\textbf{setTransfiniteCurve}
Set a transfinite meshing constraint on the curve \text{tag}, with \text{numNodes} nodes distributed according to \text{meshType} and \text{coef}. Currently supported types are "Progression" (geometrical progression with power \text{coef}) and "Bump" (refinement toward both extremities of the curve).
Input: \text{tag, nPoints, meshType, coef}
Output: -
Return: -

\textbf{setTransfiniteSurface}
Set a transfinite meshing constraint on the surface \text{tag}. \text{arrangement} describes the arrangement of the triangles when the surface is not flagged as recombined: currently supported values are "Left", "Right", "AlternateLeft" and "AlternateRight". \text{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:  \[ \text{tag, arrangement, cornerTags} \]
Output: -
Return: -

\textit{setTransfiniteVolume}

Set a transfinite meshing constraint on the surface \textit{tag}. \textit{cornerTags} can be used to specify the (6 or 8) corners of the transfinite interpolation explicitly.

Input:  \[ \text{tag, cornerTags} \]
Output: -
Return: -

\textit{setRecombine}

Set a recombination meshing constraint on the geometrical entity of dimension \textit{dim} and tag \textit{tag}. Currently only entities of dimension 2 (to recombine triangles into quadrangles) are supported.

Input:  \[ \text{dim, tag, angle} \]
Output: -
Return: -

\textit{setSmoothing}

Set a smoothing meshing constraint on the geometrical entity of dimension \textit{dim} and tag \textit{tag}. \textit{val} iterations of a Laplace smoother are applied.

Input:  \[ \text{dim, tag, val} \]
Output: -
Return: -

\textit{setReverse}

Set a reverse meshing constraint on the geometrical entity of dimension \textit{dim} and tag \textit{tag}. If \textit{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 geometrical entity). If \textit{val} is false, the mesh is left as-is.

Input:  \[ \text{dim, tag, val} \]
Output: -
Return: -

Module \text{/gmsh/model/occ}

\textit{addPoint}

Add a geometrical point in the internal OpenCASCADE CAD representation, at coordinates \((x, y, z)\). If \textit{meshSize} is \(> 0\), add a meshing constraint at that point. If \textit{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 \textit{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 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 ellipse arc.
Input: startTag, centerTag, 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.
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. curveTags should contain (signed) tags: 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 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. 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.

Input: wireTag, tag
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.

Input: surfaceTags, tag
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 2*Pi). 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 2*Pi). 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 2*Pi). Return the tag of the cone.

Input: x, y, z, dx, dy, dz, r1, r2, tag, angle
Output: -
Appendix D: Gmsh API

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 2*Pi). 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 geometrical 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: \texttt{outDimTags}
Return: -
\textbf{revolve} Extrude the geometrical entities \texttt{dimTags} by rotation of \texttt{angle} radians around the axis of revolution defined by the point \((x, y, z)\) and the direction \((ax, ay, az)\). Return extruded entities in \texttt{outDimTags}. If \texttt{numElements} is not empty, also extrude the mesh: the entries in \texttt{numElements} give the number of elements in each layer. If \texttt{height} is not empty, it provides the (cumulative) height of the different layers, normalized to 1.
Input: \texttt{dimTags, x, y, z, ax, ay, az, angle, numElements, heights, recombine}
Output: \texttt{outDimTags}
Return: -
\textbf{addPipe} Add a pipe by extruding the entities \texttt{dimTags} along the wire \texttt{wireTag}. Return the pipe in \texttt{outDimTags}.
Input: \texttt{dimTags, wireTag}
Output: \texttt{outDimTags}
Return: -
\textbf{fillet} Fillet the volumes \texttt{volumeTags} on the curves \texttt{curveTags} with radii \texttt{radii}. The \texttt{radii} vector can either contain a single radius, as many radii as \texttt{curveTags}, or twice as many as \texttt{curveTags} (in which case different radii are provided for the begin and end points of the curves). Return the filleted entities in \texttt{outDimTags}. Remove the original volume if \texttt{removeVolume} is set.
Input: \texttt{volumeTags, curveTags, radii, removeVolume}
Output: \texttt{outDimTags}
Return: -
\textbf{chamfer} Chamfer the volumes \texttt{volumeTags} on the curves \texttt{curveTags} with distances \texttt{distances} measured on surfaces \texttt{surfaceTags}. The \texttt{distances} vector can either contain a single distance, as many distances as \texttt{curveTags} and \texttt{surfaceTags}, or twice as many as \texttt{curveTags} and \texttt{surfaceTags} (in which case the first in each pair is measured on the corresponding surface in \texttt{surfaceTags}, the other on the other adjacent surface). Return the chamfered entities in \texttt{outDimTags}. Remove the original volume if \texttt{removeVolume} is set.
Input: \texttt{volumeTags, curveTags, surfaceTags, distances, removeVolume}
Output: \texttt{outDimTags}
Return: -
\textbf{fuse} Compute the boolean union (the fusion) of the entities \texttt{objectDimTags} and \texttt{toolDimTags}. Return the resulting entities in \texttt{outDimTags}. If \texttt{tag} is positive, try to set the tag explicitly (only valid if the boolean operation results in a single entity). Remove the object if \texttt{removeObject} is set. Remove the tool if \texttt{removeTool} is set.
Input: \texttt{objectDimTags, toolDimTags, tag, removeObject, removeTool}
Output: \texttt{outDimTags}
Return: -
Input:  \( \text{objectDimTags, toolDimTags, tag, removeObject, removeTool} \)
Output: \( \text{outDimTags, outDimTagsMap} \)
Return: -

**intersect**

Compute the boolean intersection (the common parts) of the entities \( \text{objectDimTags} \) and \( \text{toolDimTags} \). Return the resulting entities in \( \text{outDimTags} \). If \( \text{tag} \) is positive, try to set the tag explicitly (only valid if the boolean operation results in a single entity). Remove the object if \( \text{removeObject} \) is set. Remove the tool if \( \text{removeTool} \) is set.

Input:  \( \text{objectDimTags, toolDimTags, tag, removeObject, removeTool} \)
Output: \( \text{outDimTags, outDimTagsMap} \)
Return: -

**cut**

Compute the boolean difference between the entities \( \text{objectDimTags} \) and \( \text{toolDimTags} \). Return the resulting entities in \( \text{outDimTags} \). If \( \text{tag} \) is positive, try to set the tag explicitly (only valid if the boolean operation results in a single entity). Remove the object if \( \text{removeObject} \) is set. Remove the tool if \( \text{removeTool} \) is set.

Input:  \( \text{objectDimTags, toolDimTags, tag, removeObject, removeTool} \)
Output: \( \text{outDimTags, outDimTagsMap} \)
Return: -

**fragment**

Compute the boolean fragments (general fuse) of the entities \( \text{objectDimTags} \) and \( \text{toolDimTags} \). Return the resulting entities in \( \text{outDimTags} \). If \( \text{tag} \) is positive, try to set the tag explicitly (only valid if the boolean operation results in a single entity). Remove the object if \( \text{removeObject} \) is set. Remove the tool if \( \text{removeTool} \) is set.

Input:  \( \text{objectDimTags, toolDimTags, tag, removeObject, removeTool} \)
Output: \( \text{outDimTags, outDimTagsMap} \)
Return: -

**translate**

Translate the geometrical entities \( \text{dimTags} \) along \( (dx, dy, dz) \).

Input:  \( \text{dimTags, dx, dy, dz} \)
Output: -
Return: -

**rotate**

Rotate the geometrical entities \( \text{dimTags} \) of \( \text{angle} \) radians around the axis of revolution defined by the point \( (x, y, z) \) and the direction \( (ax, ay, az) \).

Input:  \( \text{dimTags, x, y, z, ax, ay, az, angle} \)
Output: -
Return: - 

dilate
Scale the geometrical 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: \(\text{dimTags, x, y, z, a, b, c}\)

Output: -

Return: -

symmetrize
Apply a symmetry transformation to the geometrical entities dimTag, with respect to the plane of equation \(a * x + b * y + c * z + d = 0\).

Input: \(\text{dimTags, a, b, c, d}\)

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 geometrical entities dimTag.

Input: \(\text{dimTags, a}\)

Output: -

Return: -

copy
Copy the entities dimTags; the new entities are returned in outDimTags.

Input: \(\text{dimTags}\)

Output: outDimTags

Return: -

remove
Remove the entities dimTags. If recursive is true, remove all the entities on their boundaries, down to dimension 0.

Input: \(\text{dimTags, recursive}\)

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: -
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. 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 geometrical entities dimTags. Currently only entities of dimension 0 (points) are handled.
Input: dimTags, size
Output: -
Return: -

synchronize
Synchronize the internal 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: -

Module /gmsh/view

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
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:  -

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, xElementCoord, yElementCoord, zElementCoord
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: -

Module /gmsh/plugin

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:** -

**Module /gmsh/graphics**

**draw**  
Draw all the OpenGL scenes.

**Input:** -

**Output:** -

**Return:** -

**Module /gmsh/fltk**

**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 lock.  
Input: -  
Output: -  
Return: -

**run**  
Run the event loop of the graphical user interface, i.e. repeatedly calls `wait()`. 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 `dim` is $\geq 0$, return only the entities of the specified dimension (e.g. points if `dim` == 0).  
Input: `dim`  
Output: `dimTags`  
Return: integer value

**selectElements**  
Select elements in the user interface.  
Input: -  
Output: `tags`  
Return: integer value

**selectViews**  
Select views in the user interface.  
Input: -  
Output: `tags`  
Return: integer value
Module /gmsh/onelab

set  Set one or more parameters in the ONELAB database, encoded in format.
    Input: data, format
    Output: -
    Return: -

get  Get all the parameters (or a single one if name is specified) from the ONELAB database, encoded in format.
    Input: name, format
    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:  -

Module /gmsh/logger

write      Write a message. level can be "info", "warning" or "error".
Input:    message, level
Output:  -
Return:  -

start      Start logging messages in log.
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 widget set. 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 235 (see also Appendix F [Frequently asked questions], page 281).

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) code on the other.

The geometry and mesh modules are based on an object-oriented model class (Geo/GModel.h), built upon abstract geometrical entity classes (Geo/GVertex.h, Geo/GEdge.h, Geo/GFace.h and Geo/GRegion.h). Concrete implementations of the geometrical entity classes are provided for each supported CAD kernel (e.g. Geo/gmshVertex.h for geometry points in Gmsh’s native CAD format, or Geo/OCCVertex.h for geometry points from OpenCASCADE). The post-processing module is based on the concept of views (Post/PView.h) and abstract data containers (derived from Post/PViewData.h).

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:

1. 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 warning before submitting merge requests.

2. 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.)

3. Always use the Msg:: class to print information or errors

4. Use memory checking tools to detect memory leaks and other nasty memory problems. For example, you can use

   • Valgrind on Linux:
     
     valgrind --leak-check=yes --show-reachable=yes gmsh file.geo -3

   • GMALLOC on Mac OS X:
(gdb) set env DYLD_INSERT_LIBRARIES /usr/lib/libgmalloc.dylib

- LIBNJAMD:
  export LD_PRELOAD=libnjamd.so
  kill -USR1

- Purify
- Memprof
- ...

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 C++ library.

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 309 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 239). 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.

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

3. How do I compile Gmsh from the source code?
   You need cmake (http://www.cmake.org) and a C++ compiler. See Appendix C [Com-
   piling the source code], page 235 and the README.txt file in the top-level source
directory 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 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 141 or demos/post Processing/aniim.script for some examples.

7. 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’.

8. 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 NURBS curves/surfaces?
   Yes, but only with the OpenCASCADE kernel.
2. Gmsh is very slow when I use many transformations (Translate, Rotate, Symmetry, Extrude, etc.). 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. 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 -0), 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-&gt;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.

5. 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.

6. 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-&gt;Options-&gt;Mesh-&gt;General-&gt;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 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. 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 actu-
ally 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’).
5. The quality of the elements generated by the 3D algorithm is very bad.
Use ‘Optimize quality’ in the mesh menu.
The swapping algorithm is not very clever at the moment. Try to change the sur-
face mesh a bit, or recombine your mesh to generate prisms or hexahedra instead of
tetrahedra.
7. Does Gmsh automatically couple unstructured tetrahedral meshes and structured hex-
ahedral meshed using pyramids?
Only in simple geometrical cases. We need your help to improve this.
8. 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.
9. 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.Smoothing = 10).
10. 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 in development and also available in the mesh menu.
You can select the order on the command line with e.g. -order 2.
11. 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.
12. 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 127) for a detailed description and some examples.

13. How can I display only the mesh associated with selected geometrical entities? See “How can I display only selected parts of my model?”.

14. 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.

15. 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.

16. 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.

### 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. Have a look at the GetDP finite element solver (http://getdp.info) to see how this is done.

2. Can I launch Gmsh from my solver (instead of launching my solver from Gmsh) in order to monitor a solution?

   Sure. The simplest (but rather crude) approach if to re-launch Gmsh everytime you want to visualize something (a simple C program showing how to do this is given in
A better approach is to modify your program so that it can communicate with Gmsh over a socket (see “How do I integrate my own solver with Gmsh?” above; you can skip the option file creation). Then select ‘Always listen to incoming connection requests’ in the solver option panel (or run gmsh with the \texttt{listen} command line option) and Gmsh will always listen for your program on the \texttt{Solver.SocketName} socket.

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 141 or demos/post_processing/anim.script for some examples.

10. Is there a way to visualize only certain components of vector/tensor fields?

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

4.1.3 (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 Del1Quad 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.

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
paremeters with the built-in kernel to match OpenCASCADE's; 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 partitionning 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.


3.0.0 (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.

2.14.0 (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.


2.13.0 (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 0/Ctrl+0 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.

2.8.4 (Feb 7, 2014): better reproducibility 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.


2.8.0 (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 full screen 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.


2.6.0 (Jun 19, 2012): new quadrilateral meshing algorithms (Blossom and
DelQuad); 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 Flu_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 IO, Netgen upgrade, Visual C++ support, Fields, Mesh.{Msh,Stl,...}Binary changed to Mesh.Binarity) 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
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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, ViewNormals, View.Tangents and General.ClipFactor); fixed display of undesired solver plugin popups; enhanced interactive plugin behavior; new plugins (HarmonicToTime, Integrate, Eigenvectors); tetrahedral
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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
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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 be 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
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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.
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