

**Gmsh**



# Gmsh Reference Manual

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The documentation for Gmsh 4.0  
A finite element mesh generator with built-in pre- and post-processing facilities

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## Obtaining Gmsh

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

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



## Copying conditions

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

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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 307). 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 303.

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 geometric 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<sup>1</sup>.

### 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);

<sup>1</sup> 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 277](#)) 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/i](https://gitlab.onelab.info/gmsh/gmsh/issues). Please provided 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 279, and the [bug tracking system](#) to see which problems we already know about.

## 2 How to read this reference manual?

Gmsh can be used at three levels:

1. as a stand-alone 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 |.
6. Three dots (...) indicate a possible (multiple) repetition of the preceding rule.



## 3 Running Gmsh on your system

### 3.1 Interactive mode

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

```
> gmsh
```

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

To open the first tutorial file (see [Appendix A \[Tutorial\], page 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.:

```
> 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<sup>1</sup>.

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:

```
> 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.

---

<sup>1</sup> 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<sup>2</sup>. For example, to mesh the first tutorial in batch mode, just type:

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

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

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

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

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

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

## 3.3 Command-line options

Geometry options:

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

Mesh options:

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

---

<sup>2</sup> 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, wr1, mail, stl, p3d, mesh, bdf, cgns, med, diff, ir3, inp, ply2, celum, su2, x3d, dat, neu, m, key)

`-bin` Create binary files when possible

`-refine` Perform uniform mesh refinement, then exit

`-barycentric_refine`  
Perform barycentric mesh refinement, then exit

`-reclassify`  
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,nlayers]`  
High-order optimization parameters

`-clscale float`  
Set global mesh element size scaling factor

`-clmin float`  
Set minimum mesh element size

`-clmax float`  
Set maximum mesh element size

`-aniso_max float`  
Set maximum anisotropy (for bamg)

`-smooth_ratio float`  
Set smoothing ration between mesh sizes at nodes of a same edge (for bamg)

`-clcurv` Automatically compute element sizes from curvatures

`-eps1c1d` 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_periocity`  
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

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

*Alt+Shift+y*  
Set -Y view

*Alt+Shift+z*  
Set -Z view

## 4 General tools

This chapter describes the general commands and options that can be used in Gmsh’s script files. By “general”, we mean “not specifically related to one of the geometry, mesh, solver or post-processing modules”. Commands peculiar to these modules will be introduced in [Chapter 5 \[Geometry module\], page 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 metasyntactic variable *expression* (remember the definition of the syntactic rules in [Section 2.1 \[Syntactic rules\], page 9](#)), and are evaluated during the parsing of the script file:

```

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

```

```

FileExists(char-expression) |
StringToName(char-expression) | S2N(char-expression) |
GetNumber(char-expression <,expression>) |
GetValue("string", expression) |
DefineNumber(expression, onelab-options)

```

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

```

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

```

is the same as

```

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

```

The brackets `[]` permit to extract one item from a list (parentheses can also be used instead of brackets). The `#` permits to get the size of a list. The operators *operator-unary-left*, *operator-unary-right*, *operator-binary*, *operator-ternary-left* and *operator-ternary-right* are defined in [Section 4.3 \[Operators\]](#), page 25. For the definition of *built-in-functions*, see [Section 4.4 \[Built-in functions\]](#), page 27. The various *real-options* are listed in [Appendix B \[Options\]](#), page 155. `Find` searches for occurrences of the first expression in the second (both of which can be lists). `StrFind` searches the first *char-expression* for any occurrence of the second *char-expression*. `StrCmp` compares the two strings (returns an integer greater than, equal to, or less than 0, according as the first string is greater than, equal to, or less than the second string). `StrCmp` returns the length of the string. `TextAttributes` creates attributes for text strings. `Exists` checks if a variable with the given name exists (i.e., has been defined previously), and `FileExists` checks if the file with the given name exists. `StringToName` creates a name from the provided string. `GetNumber` allows to get the value of a ONELAB variable (the optional second argument is the default value returned if the variable does not exist). `GetValue` allows to ask the user for a value interactively (the second argument is the value returned in non-interactive mode). For example, inserting `GetValue("Value of parameter alpha?", 5.76)` in an input file will query the user for the value of a certain parameter alpha, assuming the default value is 5.76. If the option `General.NoPopup` is set (see [Section B.1 \[General options list\]](#), page 155), no question is asked and the default value is automatically used.

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

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

```

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

```

with



```

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

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

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

## 4.2.2 Character expressions

Character expressions are defined as:

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

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

*char-expression* is a format string that can contain floating point formatting characters: %e, %g, etc.) The various *char-options* are listed in [Appendix B \[Options\], page 155](#). `GetEnvThe` gets the value of an environment variable from the operating system. `GetString` allows to get a ONELAB string value (the second optional argument is the default value returned if the variable does not exist). `GetStringValue` asks the user for a value interactively (the second argument is the value used in non-interactive mode). `StrReplace`'s arguments are: input string, old substring, new substring (brackets can be used instead of parentheses in `Str` and `Sprintf`). `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 below<sup>1</sup> (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. ==, !=

---

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

8. `&&`
9. `||`
10. `?:`
11. `=, +=, -=, *=, /=`

## 4.4 Built-in functions

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

*build-in-function:*

- `Acos ( expression )`  
Arc cosine (inverse cosine) of an *expression* in  $[-1,1]$ . Returns a value in  $[0,\text{Pi}]$ .
- `Asin ( expression )`  
Arc sine (inverse sine) of an *expression* in  $[-1,1]$ . Returns a value in  $[-\text{Pi}/2,\text{Pi}/2]$ .
- `Atan ( expression )`  
Arc tangent (inverse tangent) of *expression*. Returns a value in  $[-\text{Pi}/2,\text{Pi}/2]$ .
- `Atan2 ( expression, expression )`  
Arc tangent (inverse tangent) of the first *expression* divided by the second. Returns a value in  $[-\text{Pi},\text{Pi}]$ .
- `Ceil ( expression )`  
Rounds *expression* up to the nearest integer.
- `Cos ( expression )`  
Cosine of *expression*.
- `Cosh ( expression )`  
Hyperbolic cosine of *expression*.
- `Exp ( expression )`  
Returns the value of  $e$  (the base of natural logarithms) raised to the power of *expression*.
- `Fabs ( expression )`  
Absolute value of *expression*.
- `Fmod ( expression, expression )`  
Remainder of the division of the first *expression* by the second, with the sign of the first.
- `Floor ( expression )`  
Rounds *expression* down to the nearest integer.
- `Hypot ( expression, expression )`  
Returns the square root of the sum of the square of its two arguments.
- `Log ( expression )`  
Natural logarithm of *expression* ( $\text{expression} > 0$ ).

**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.

|                                 |   |
|---------------------------------|---|
| <code>GMSH_MINOR_VERSION</code> | Returns Gmsh's minor version number.  |
| <code>GMSH_PATCH_VERSION</code> | Returns Gmsh's patch version number.  |
| <code>MPI_Size</code>           | Returns the number of processors on which Gmsh is running. It is always 1, except if you compiled Gmsh with <code>ENABLE_MPI</code> (see <a href="#">Appendix C [Compiling the source code], page 235</a> ).  |
| <code>MPI_Rank</code>           | Returns the rank of the current processor.  |
| <code>Cpu</code>                | Returns the current CPU time (in seconds).  |
| <code>Memory</code>             | Returns the current memory usage (in Mb).   |
| <code>TotalMemory</code>        | Returns the total memory available (in Mb).   |
| <code>newp</code>               | Returns the next available point tag. As explained in <a href="#">Chapter 5 [Geometry module], page 35</a> , a unique tag must be associated with every geometrical point: <code>newp</code> permits to know the highest tag already attributed (plus one). This is mostly useful when writing user-defined macros (see <a href="#">Section 4.5 [User-defined macros], page 28</a> ) or general geometric primitives, when one does not know <i>a priori</i> which tags are already attributed, and which ones are still available. |
| <code>newl</code>               | Returns the next available curve tag.   |
| <code>news</code>               | Returns the next available surface tag.   |
| <code>newv</code>               | Returns the next available volume tag.  |
| <code>newll</code>              | Returns the next available curve loop tag.  |
| <code>news1</code>              | Returns the next available surface loop tag.  |
| <code>newreg</code>             | Returns the next available region tag. That is, <code>newreg</code> returns the maximum of <code>newp</code> , <code>newl</code> , <code>news</code> , <code>newv</code> , <code>newll</code> , <code>news1</code> and all physical group tags <sup>2</sup> .   |

```
string = { };
```

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

```
string [] = { expression-list };
```

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

```
string [ { expression-list } ] = { expression-list };
```

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

<sup>2</sup> 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](#)).



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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Abort;      Aborts the current script.

Exit;        Exits Gmsh.

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

Printf ( *char-expression* <, *expression-list*> );  
 Prints a character expression in the information window and/or on the terminal. Printf is equivalent to the printf C function: *char-expression* is a format string that can contain formatting characters (%f, %e, etc.). Note that all *expressions* are evaluated as floating point values in Gmsh (see [Section 4.2 \[Expressions\], page 21](#)), so that only valid floating point formatting characters make sense in *char-expression*. See [Section A.5 \[t5.geo\], page 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 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 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 OpenCASCADE kernel.

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

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

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

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. Additional expressions define 3 angle limits. **Sphere** is only available with the OpenCASCADE kernel.

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

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

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

Creates a cylinder, defined by the 3 coordinates of the center of the first circular face, the 3 components of the vector defining its axis and its radius. An



additional expression defines the angular opening. `Cylinder` is only available with the OpenCASCADE kernel.

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

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

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

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

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

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

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

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

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

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

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

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

### 5.1.5 Extrusions

Curves, surfaces and volumes can also be created through extrusion of points, curves and surfaces, respectively. Here is the syntax of the geometrical extrusion commands (go to [Section 6.3.2 \[Structured grids\], page 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.

with

*extrude-list*:

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

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

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

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

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

`Boundary { transform-list }`  
 (Not a transformation per-se.) Returns the entities on the boundary of the elementary entities in *transform-list*, with signs indicating their orientation in the

boundary. To get unsigned tags (e.g. to reuse the output in other commands), apply the `Abs` function on the returned list.

`CombinedBoundary { transform-list }`

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

`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

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

### 5.1.8 Miscellaneous

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

`Coherence;`

Removes all duplicate elementary 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 `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 `BooleanFragments` operation on all entities.

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

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

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

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

```
Hide { : }
```

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

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

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

Show { : }

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

## 5.2 Geometry options

The list of all the options that control the behavior of geometry commands, as well as the way geometrical entities are handled in the GUI, is give 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<sup>1</sup>. Missing edges are recovered using edge swaps<sup>2</sup>. After this initial step three different algorithms can be applied to generate the final mesh:

1. The “MeshAdapt” algorithm<sup>3</sup> 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<sup>4</sup>. 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<sup>5</sup>.

These algorithms can be ranked as follows:

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

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

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

<sup>4</sup> P.-L. George and P. Frey, *Mesh generation*, Hermes, Lyon, 2000.

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

|           | Robustness | Performance | Element quality |
|-----------|------------|-------------|-----------------|
| MeshAdapt | 1          | 3           | 2               |
| Delaunay  | 2          | 1           | 2               |
| Frontal   | 3          | 2           | 1               |

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<sup>6</sup>. Then a three-dimensional version of the 2D Delaunay algorithm described above is applied.
2. The “Frontal” algorithm uses J. Schoeberl’s Netgen algorithm<sup>7</sup>.

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

<sup>6</sup> H. Si, *Tetgen: a quality tetrahedral mesh generator and three-dimensional Delaunay triangulator*, 2004.

<sup>7</sup> J. Schoeberl, *Netgen, an advancing front 2d/3d-mesh generator based on abstract rules*, *Comput. Visual. Sci.*, 1, pp. 41–52, 1997.



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 three ways to specify the size of the mesh elements for a given geometry:

1. First, if `Mesh.CharacteristicLengthFromPoints` is set (it is by default), 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 linearly interpolating these values on the initial mesh (see [Section 1.2 \[Mesh\]](#), page 5). 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.

This method works with all the algorithms implemented in the mesh module. The final element sizes are of course constrained by the structured algorithms for which the element sizes are explicitly specified (e.g., transfinite and extruded grids: see [Section 6.3.2 \[Structured grids\]](#), page 63).

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.
3. Finally, you can specify general mesh size “fields”. Various fields exist:

- 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
- ...

Fields are supported by all the algorithms except those based on Netgen. 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.

All element sizes are further constrained by the `Mesh.CharacteristicLengthMin`, `Mesh.CharacteristicLengthMax` and `Mesh.CharacteristicLengthFactor` options (see [Section B.3 \[Mesh options list\], page 192](#))

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

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

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

`Field[expression] = string ;`

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

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

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

`Background Field = expression ;`

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

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

#### Attractor

Compute the distance from the nearest node in a list. It can also be used to compute the distance from curves, in which case each curve is replaced by 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: {}

**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 discretized each curve  
 type: integer  
 default value: 20

**dMax**

Maximum distance, above this distance from the curves, prescribe the maximum mesh sizes.  
 type: float  
 default value: 0.5

**dMin**

Minimum distance, below this distance from the curves, prescribe the minimum mesh sizes.  
 type: float  
 default value: 0.1

**lMaxNormal**

Maximum mesh size in the direction normal to the closest curve.  
 type: float  
 default value: 0.5

**lMaxTangent**

Maximum mesh size in the direction tangent to the closest curve.  
 type: float  
 default value: 0.5

**lMinNormal**

Minimum mesh size in the direction normal to the closest curve.  
 type: float  
 default value: 0.05

**lMinTangent**

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

type: float

default value: 0.5

**Ball** The value of this field is VIn inside a spherical ball, VOut outside. The ball is defined by

$$||dX||^2 < R^2 \ \&\&$$

$$dX = (X - XC)^2 + (Y - YC)^2 + (Z - ZC)^2$$

Options:

**Radius** Radius

type: float

default value: 0

**VIn** Value inside the ball

type: float

default value: 0

**VOut** Value outside the ball

type: float

default value: 0

**XCenter** X coordinate of the ball center

type: float

default value: 0

**YCenter** Y coordinate of the ball center

type: float

default value: 0

**ZCenter** Z coordinate of the ball center

type: float

default value: 0

**BoundaryLayer**

$$h_{wall} * ratio^{(dist/h_{wall})}$$

Options:

**AnisoMax** Threshold angle for creating a mesh fan in the boundary layer

type: float

default value: 1000000000

**EdgesList**

Indices of curves in the geometric model for which a boundary layer is needed

type: list

default value: {}

|                         |   |
|-------------------------|---|
| <b>FanNodesList</b>     | Indices of vertices in the geometric model for which a fan is created<br>type: list<br>default value: {}  |
| <b>IntersectMetrics</b> | Intersect metrics of all faces<br>type: integer<br>default value: 0   |
| <b>NodesList</b>        | Indices of vertices in the geometric model for which a BL ends<br>type: list<br>default value: {}   |
| <b>Quads</b>            | Generate recombined elements in the boundary layer<br>type: integer<br>default value: 0   |
| <b>hfar</b>             | Element size far from the wall<br>type: float<br>default value: 1   |
| <b>hwall_n</b>          | Mesh Size Normal to the The Wall<br>type: float<br>default value: 0.1   |
| <b>hwall_n_nodes</b>    | Mesh Size Normal to the The Wall at nodes (overwrite hwall_n when defined)<br>type: list_double<br>default value: {}  |
| <b>ratio</b>            | Size Ratio Between Two Successive Layers<br>type: float<br>default value: 1.1   |
| <b>thickness</b>        | Maximal thickness of the boundary layer<br>type: float<br>default value: 0.01   |
| <b>Box</b>              | The value of this field is VIn inside the box, VOut outside the box. The box is given by<br><br>Xmin <= x <= XMax &&<br>YMin <= y <= YMax &&<br>ZMin <= z <= ZMax<br>Options: |

|             |  |
|-------------|--|
| <b>VIn</b>  | Value inside the box<br>type: float<br>default value: 0            |
| <b>VOut</b> | Value outside the box<br>type: float<br>default value: 0           |
| <b>XMax</b> | Maximum X coordinate of the box<br>type: float<br>default value: 0 |
| <b>XMin</b> | Minimum X coordinate of the box<br>type: float<br>default value: 0 |
| <b>YMax</b> | Maximum Y coordinate of the box<br>type: float<br>default value: 0 |
| <b>YMin</b> | Minimum Y coordinate of the box<br>type: float<br>default value: 0 |
| <b>ZMax</b> | Maximum Z coordinate of the box<br>type: float<br>default value: 0 |
| <b>ZMin</b> | Minimum Z coordinate of the box<br>type: float<br>default value: 0 |

#### Curvature

Compute the curvature of Field[IField]:

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

Options:

|               |   |
|---------------|---|
| <b>Delta</b>  | Step of the finite differences<br>type: float<br>default value: 0 |
| <b>IField</b> | Field index<br>type: integer<br>default value: 1                  |

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

$$\begin{aligned} & ||dX||^2 < R^2 \ \&\& \\ & (X-X_0).A < ||A||^2 \\ & dX = (X - X_0) - ((X - X_0).A)/(||A||^2) \cdot A \end{aligned}$$

Options:

|                |  |
|----------------|--|
| <b>Radius</b>  | Radius<br>type: float<br>default value: 0                              |
| <b>VIn</b>     | Value inside the cylinder<br>type: float<br>default value: 0           |
| <b>VOut</b>    | Value outside the cylinder<br>type: float<br>default value: 0          |
| <b>XAxis</b>   | X component of the cylinder axis<br>type: float<br>default value: 0    |
| <b>XCenter</b> | X coordinate of the cylinder center<br>type: float<br>default value: 0 |
| <b>YAxis</b>   | Y component of the cylinder axis<br>type: float<br>default value: 0    |
| <b>YCenter</b> | Y coordinate of the cylinder center<br>type: float<br>default value: 0 |
| <b>ZAxis</b>   | Z component of the cylinder axis<br>type: float<br>default value: 1    |
| <b>ZCenter</b> | Z coordinate of the cylinder center<br>type: float<br>default value: 0 |

**Distance** Compute the distance from the nearest node in a list. It can also be used to compute the distance from curves, in which case each curve is replaced by NN-odesByEdge 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
import sys
if sys.platform == "win32" :
import msvrt
msvrt.setmode(0, os.O_BINARY)
msvrt.setmode(1, os.O_BINARY)
while(True):
    ___xyz = struct.unpack("ddd", os.read(0,24))
    ___if math.isnan(xyz[0]):
    _____break
    ___f = 0.001 + xyz[1]*0.009
    ___os.write(1,struct.pack("d",f))

```

Example of client (python3):

```

import struct

```



```

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

```

Example of client (c, unix):

```

#include <unistd.h>
int main(int argc, char **argv) {
--double xyz[3];
--while(read(STDIN_FILENO, &xyz, 3*sizeof(double)) == 3*sizeof(double))
{
----if (xyz[0] != xyz[0]) break; //nan
----double f = 0.001 + 0.009 * xyz[1];
----write(STDOUT_FILENO, &f, sizeof(double));
--}
--return 0;
}

```

Example of client (c, windows):

```

#include <stdio.h>
#include <io.h>
#include <fcntl.h>
int main(int argc, char **argv) {
--double xyz[3];
--setmode(fileno(stdin),O_BINARY);
--setmode(fileno(stdout),O_BINARY);
--while(read(fileno(stdin), &xyz, 3*sizeof(double)) == 3*sizeof(double)) {
----if (xyz[0] != xyz[0])
-----break;
----double f = f = 0.01 + 0.09 * xyz[1];
----write(fileno(stdout), &f, sizeof(double));
--}
}

```

Options:

#### CommandLine

Command line to launch.

type: string

default value: ""

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

Options:

- R1\_inner** Inner radius of Frustum at endpoint 1  
type: float  
default value: 0
- R1\_outer** Outer radius of Frustum at endpoint 1  
type: float  
default value: 1
- R2\_inner** Inner radius of Frustum at endpoint 2  
type: float  
default value: 0
- R2\_outer** Outer radius of Frustum at endpoint 2  
type: float  
default value: 1
- V1\_inner** Element size at point 1, inner radius  
type: float  
default value: 0.1
- V1\_outer** Element size at point 1, outer radius  
type: float  
default value: 1
- V2\_inner** Element size at point 2, inner radius  
type: float  
default value: 0.1
- V2\_outer** Element size at point 2, outer radius  
type: float  
default value: 1
- X1** X coordinate of endpoint 1  
type: float  
default value: 0
- X2** X coordinate of endpoint 2  
type: float  
default value: 0
- Y1** Y coordinate of endpoint 1  
type: float  
default value: 0

|           |  |
|-----------|--|
| <b>Y2</b> | Y coordinate of endpoint 2<br>type: float<br>default value: 0                      |
| <b>Z1</b> | Z coordinate of endpoint 1<br>type: float<br>default value: 1                      |
| <b>Z2</b> | Z coordinate of endpoint 2<br>type: float<br>default value: 1.455171629957881e-152 |

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

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

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

**IntersectAniso**

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

|                   |  |
|-------------------|--|
| <b>FieldsList</b> | Field indices<br>type: list<br>default value: {} |
|-------------------|--|

**Laplacian**

Compute finite difference the Laplacian of Field[IField]:

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

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

|                      |   |
|----------------------|---|
| <b>Delta</b>         | Finite difference step<br>type: float<br>default value: 0.1   |
| <b>IField</b>        | Field index<br>type: integer<br>default value: 1  |
| <b>LonLat</b>        | Evaluate Field[IField] in geographic coordinates (longitude, latitude):<br><br>$F = \text{Field}[\text{IField}](\text{atan}(y/x), \text{asin}(z/\sqrt{x^2+y^2+z^2}))$<br>Options: |
| <b>FromStereo</b>    | if = 1, the mesh is in stereographic coordinates. $\xi = 2Rx/(R+z)$ ,<br>$\eta = 2Ry/(R+z)$<br>type: integer<br>default value: 0  |
| <b>IField</b>        | Index of the field to evaluate.<br>type: integer<br>default value: 1  |
| <b>RadiusStereo</b>  | radius of the sphere of the stereographic coordinates<br>type: float<br>default value: 6371000  |
| <b>MathEval</b>      | Evaluate a mathematical expression. The expression can contain x, y, z for spatial coordinates, F0, F1, ... for field values, and and mathematical functions.<br>Options:         |
| <b>F</b>             | Mathematical function to evaluate.<br>type: string<br>default value: "F2 + Sin(z)"  |
| <b>MathEvalAniso</b> | Evaluate a metric expression. The expressions can contain x, y, z for spatial coordinates, F0, F1, ... for field values, and and mathematical functions.<br>Options:              |
| <b>m11</b>           | element 11 of the metric tensor.<br>type: string<br>default value: "F2 + Sin(z)"  |
| <b>m12</b>           | element 12 of the metric tensor.<br>type: string<br>default value: "F2 + Sin(z)"  |

|                        |   |   |
|------------------------|---|---|
|                        | <b>m13</b>  | element 13 of the metric tensor.<br>type: string<br>default value: "F2 + Sin(z) " |
|                        | <b>m22</b>  | element 22 of the metric tensor.<br>type: string<br>default value: "F2 + Sin(z) " |
|                        | <b>m23</b>  | element 23 of the metric tensor.<br>type: string<br>default value: "F2 + Sin(z) " |
|                        | <b>m33</b>  | element 33 of the metric tensor.<br>type: string<br>default value: "F2 + Sin(z) " |
| <b>Max</b>             | Take the maximum value of a list of fields.<br>Options:   |   |
|                        | <b>FieldsList</b>   | Field indices<br>type: list<br>default value: {}                                  |
| <b>MaxEigenHessian</b> | 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:  |   |
|                        | <b>Delta</b>  | Step used for the finite differences<br>type: float<br>default value: 0           |
|                        | <b>IField</b>   | Field index<br>type: integer<br>default value: 1                                  |
| <b>Mean</b>            | Simple smoother:  |   |
|                        | $F = (G(x+\text{delta},y,z) + G(x-\text{delta},y,z) + G(x,y+\text{delta},z) + G(x,y-\text{delta},z) + G(x,y,z+\text{delta}) + G(x,y,z-\text{delta}) + G(x,y,z)) / 7,$ |   |
|                        | where $G=\text{Field}[\text{IField}]$   |   |
|                        | Options:  |   |

|                 |               |   |
|-----------------|---------------|---|
|                 | <b>Delta</b>  | Distance used to compute the mean value<br>type: float<br>default value: 0.0003464101615137755  |
|                 | <b>IField</b> | Field index<br>type: integer<br>default value: 0  |
| <b>Min</b>      |               | Take the minimum value of a list of fields.<br>Options:<br><br><b>FieldsList</b><br>Field indices<br>type: list<br>default value: {}  |
| <b>MinAniso</b> |               | Take the intersection of a list of possibly anisotropic fields.<br>Options:<br><br><b>FieldsList</b><br>Field indices<br>type: list<br>default value: {}  |
| <b>Octree</b>   |               | Pre compute another field on an octree to speed-up evaluation<br>Options:<br><br><b>InField</b> Id of the field to use as x coordinate.<br>type: integer<br>default value: 746138744  |
| <b>Param</b>    |               | Evaluate Field IField in parametric coordinates:<br><br>$F = \text{Field}[\text{IField}](\text{FX}, \text{FY}, \text{FZ})$<br><br>See the MathEval Field help to get a description of valid FX, FY and FZ expressions.<br>Options:<br><br><b>FX</b> X component of parametric function<br>type: string<br>default value: ""<br><br><b>FY</b> Y component of parametric function<br>type: string<br>default value: ""<br><br><b>FZ</b> Z component of parametric function<br>type: string<br>default value: "" |

|                   |               |  |
|-------------------|---------------|--|
|                   | <b>IField</b> | Field index<br>type: integer<br>default value: 1   |
| <b>PostView</b>   |               | Evaluate the post processing view IView.<br>Options: <ul style="list-style-type: none"> <li><b>CropNegativeValues</b><br/>return LC_MAX instead of a negative value (this option is needed for backward compatibility with the BackgroundMesh option)<br/>type: boolean<br/>default value: 1</li> <li><b>IView</b><br/>Post-processing view index<br/>type: integer<br/>default value: 0</li> <li><b>ViewTag</b><br/>Post-processing view tag<br/>type: integer<br/>default value: -1</li> </ul>   |
| <b>Restrict</b>   |               | Restrict the application of a field to a given list of geometrical points, curves, surfaces or volumes.<br>Options: <ul style="list-style-type: none"> <li><b>EdgesList</b><br/>Curve indices<br/>type: list<br/>default value: {}</li> <li><b>FacesList</b><br/>Surface indices<br/>type: list<br/>default value: {}</li> <li><b>IField</b><br/>Field index<br/>type: integer<br/>default value: 1</li> <li><b>RegionsList</b><br/>Volume indices<br/>type: list<br/>default value: {}</li> <li><b>VerticesList</b><br/>Point indices<br/>type: list<br/>default value: {}</li> </ul> |
| <b>Structured</b> |               | Linearly interpolate between data provided on a 3D rectangular structured grid.  |

The format of the input file is:

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

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

Options:

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

**OutsideValue**  
 Value of the field outside the grid (only used if the "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 = LcMin if Field[IField] <= DistMin,  
 F = LcMax if Field[IField] >= DistMax,  
 F = interpolation between LcMin and LcMax if DistMin < Field[IField] < DistMax

Options:

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



|                      |   |
|----------------------|---|
| <b>DistMin</b>       | Distance from entity up to which element size will be LcMin<br>type: float<br>default value: 1  |
| <b>IField</b>        | Index of the field to evaluate<br>type: integer<br>default value: 0   |
| <b>LcMax</b>         | Element size outside DistMax<br>type: float<br>default value: 1   |
| <b>LcMin</b>         | Element size inside DistMin<br>type: float<br>default value: 0.1  |
| <b>Sigmoid</b>       | True to interpolate between LcMin and LcMax using a sigmoid,<br>false to interpolate linearly<br>type: boolean<br>default value: 0              |
| <b>StopAtDistMax</b> | True to not impose element size outside DistMax (i.e., F = a very<br>big value if Field[IField] > DistMax)<br>type: boolean<br>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  $0 < h1 < h2 < \dots < hn \leq 1$ ). 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 `num[0]` and the tag of the new volume in `num[1]`:

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

`QuadTriNoNewVerts` and `QuadTriAddVerts` allow to connect structured, extruded volumes containing quadrangle-faced elements to structured or unstructured tetrahedral volumes, by subdividing into triangles any quadrangles on boundary surfaces shared with tetrahedral volumes. (They have no effect for 1D or 2D extrusions.) `QuadTriNoNewVerts` subdivides any of the region’s quad-faced 3D elements that touch these boundary triangles into pyramids, prisms, or tetrahedra as necessary, all WITHOUT adding new nodes. `QuadTriAddVerts` works in a similar way, but subdivides 3D elements touching the boundary triangles by adding a new node inside each element at the node-based centroid. Either method results in a structured extrusion with an outer layer of subdivided elements that interface the inner, unmodified elements to the triangle-meshed region boundaries.

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

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

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

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

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

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

Extrudes both the geometry and the mesh using a rotation (see [Section 5.1.5 \[Extrusions\]](#), page 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 { expression-list-or-all } < = { expression-list } > < Left  
| Right | Alternate | AlternateRight | AlternateLeft >;`

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

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

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

`TransfQuadTri { expression-list } ;`

Applies the transfinite QuadTri algorithm on the *expression-list* list of volumes. A transfinite volume with any combination of recombined and un-recombined transfinite boundary surfaces is valid when meshed with `TransfQuadTri`. When applied to non-Transfinite volumes, `TransfQuadTri` has no effect on those volumes.

### 6.3.3 Miscellaneous

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

`Mesh expression ;`

Generates *expression*-D mesh.

`RefineMesh ;`

Refines the current mesh by splitting all elements. If `Mesh.SecondOrderLinear` is set, the new nodes are inserted by linear interpolation. Otherwise they are snapped on the actual geometry.

`OptimizeMesh char-expression ;`

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

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

Performs adaptive mesh generation. Documentation not yet available.

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

Relocates the mesh nodes on the given entities using the parametric coordinates stored in the nodes. Useful for creating perturbation of meshes e.g. for sensitivity analyzes.

`SetOrder expression ;`

Changes the order of the elements in the current mesh.

`PartitionMesh expression ;`

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

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

Embed the point(s) or curve(s) in the given surface. The surface mesh will conform to the mesh of the point(s) or curves(s).

`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 (or 4 x 3) affine transformation matrix given by row; **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 cohomology spaces instead.

## 6.4 Mesh options

The list of all the options that control the behavior of mesh commands, as well as the way meshes are displayed in the GUI, is given in [Section B.3 \[Mesh options list\], page 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: <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 `Force scalar` or `Force vector` options, or use `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 `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 `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;`

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

`Combine ElementsFromAllViews | Combine Views;`

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

`Combine ElementsFromVisibleViews;`

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

`Combine TimeStepsByViewName | Combine TimeSteps;`

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

`Combine TimeStepsFromAllViews;`

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

`Combine TimeStepsFromVisibleViews;`

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

`Delete View[expression];`  
 Deletes (removes) the *expression*-th post-processing view. Note that post-processing view indices start at 0.

`Delete Empty Views;`  
 Deletes (removes) all the empty post-processing views.

`Background Mesh View[expression];`  
 Applies the *expression*-th post-processing view as the current background mesh. Note that post-processing view indices start at 0.

`Plugin (string) . Run;`  
 Executes the plugin *string*. The list of default plugins is given in [Section 8.2 \[Post-processing plugins\], page 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:

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

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

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

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

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

```

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

```

For the 2D text objects, the two first *expressions* in *list-of-coords* give the X-Y position of the string in screen coordinates, measured from the top-left corner of the window. If the first (respectively second) *expression* is negative, the position is measured from the right (respectively bottom) edge of the window. If the value of the first (respectively second) *expression* is larger than 99999, the string

is centered horizontally (respectively vertically). If the third *expression* is equal to zero, the text is aligned bottom-left and displayed using the default font and size. Otherwise, the third *expression* is converted into an integer whose eight lower bits give the font size, whose eight next bits select the font (the index corresponds to the position in the font menu in the GUI), and whose eight next bits define the text alignment (0=bottom-left, 1=bottom-center, 2=bottom-right, 3=top-left, 4=top-center, 5=top-right, 6=center-left, 7=center-center, 8=center-right).

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

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

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

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

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

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

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

```
INTERPOLATION_SCHEME
{
  {1/4,-1/4, 1/4,-1/4},
  {1/4, 1/4,-1/4,-1/4},
  {1/4, 1/4, 1/4, 1/4},
  {1/4,-1/4,-1/4, 1/4}
}
{
  {0, 0, 0},
  {1, 0, 0},
  {0, 1, 0},
  {1, 1, 0}
```

```
};
```

## 8.2 Post-processing plugins

Post-processing plugins permit to extend the functionality of Gmsh's post-processing module. The difference between regular post-processing options (see [Section B.5 \[Post-processing options list\], page 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 asked otherwise the IGE measure if asked otherwise the Jacobian determinant.

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

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

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

Parameters:

- JacobianDeterminant = {0, 1}

- IGEMeasure = {0, 1}

- ICNMeasure = {0, 1}

- HidingThreshold = [0, 1]: Hides all element for which  $\min(\mu)$  is strictly greater than the threshold, where  $\mu$  is 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

**ThreeD**     Default value: 0  
**FontSize**   Default value: 14  
**View**        Default value: -1

#### Plugin(Bubbles)

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

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

**OutputFile**  
               Default value: "bubbles.geo"

Numeric options:

**ShrinkFactor**  
               Default value: 0

#### Plugin(Crack)

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

**Dimension**  
               Default value: 1

**PhysicalGroup**  
               Default value: 1

**OpenBoundaryPhysicalGroup**  
               Default value: 0

**NormalX**    Default value: 0

**NormalY**    Default value: 0

**NormalZ**    Default value: 1

#### Plugin(Curl)

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

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

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

View            Default value: -1

Plugin(CurvedBndDist)

Plugin(CurvedBndDist) ...

Plugin(CutBox)

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

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

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

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

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

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

X0            Default value: 0

Y0            Default value: 0

Z0            Default value: 0

X1            Default value: 1

Y1            Default value: 0

Z1            Default value: 0

X2            Default value: 0

Y2            Default value: 1

Z2            Default value: 0

X3            Default value: 0

Y3            Default value: 0

Z3            Default value: 1

NumPointsU

Default value: 20

NumPointsV

Default value: 20

NumPointsW

Default value: 20

**ConnectPoints**  
                   Default value: 1

**Boundary**   Default value: 1

**View**            Default value: -1

#### Plugin(CutGrid)

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

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

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

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

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

X0            Default value: 0

Y0            Default value: 0

Z0            Default value: 0

X1            Default value: 1

Y1            Default value: 0

Z1            Default value: 0

X2            Default value: 0

Y2            Default value: 1

Z2            Default value: 0

**NumPointsU**  
                   Default value: 20

**NumPointsV**  
                   Default value: 20

**ConnectPoints**  
                   Default value: 1

**View**            Default value: -1

#### Plugin(CutMesh)

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

on the zero-levelset.

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

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

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

View        Default value: -1

Split        Default value: 0

SaveTri     Default value: 0

#### Plugin(CutParametric)

Plugin(CutParametric) cuts the view 'View' with the parametric function ('X'(u,v), 'Y'(u,v), 'Z'(u,v)), using 'NumPointsU' values of the parameter u in ['MinU', 'MaxU'] and 'NumPointsV' values of the parameter v in ['MinV', '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  $A \cdot X + B \cdot Y + C \cdot Z + D = 0$ .

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  $(X - X_c)^2 + (Y - Y_c)^2 + (Z - Z_c)^2 = R^2$ .

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

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

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

Xc           Default value: 0  
 Yc           Default value: 0  
 Zc           Default value: 0  
 R            Default value: 0.25

ExtractVolume  
               Default value: 0

RecurLevel  
               Default value: 4

TargetError  
               Default value: 0

**View**      Default value: -1

#### Plugin(DiscretizationError)

Plugin(DiscretizationError) computes the error between the mesh and the geometry. It does so by supersampling the elements and computing the distance between the supersampled points dans 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  $\mu = a * \text{bbox}$ , 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’  $u = a * \exp(k * \text{phi})$ , with k the wavenumber.

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

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

**MeshFile**   Default value: "fine.msh"

Numeric options:

**Wavenumber**  
               Default value: 5

**AmplitudeView**  
Default value: 0

**PhaseView**  
Default value: 1

#### Plugin(GaussPoints)

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

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

**Order** Default value: 0

**Dimension**  
Default value: 2

**PhysicalGroup**  
Default value: 0

#### Plugin(Gradient)

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

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

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

**View** Default value: -1

#### Plugin(HarmonicToTime)

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

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

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

and 'NumSteps' the total number of time steps

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

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

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

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

**RealPart** Default value: 0

**ImaginaryPart**  
Default value: 1

**NumSteps** Default value: 20

**TimeSign** Default value: -1

**Frequency**  
 Default value: 1  
**NumPeriods**  
 Default value: 1  
**View**      Default value: -1

#### Plugin(HomologyComputation)

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

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

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

**DomainPhysicalGroups**  
 Default value: ""  
**SubdomainPhysicalGroups**  
 Default value: ""  
**ReductionImmunePhysicalGroups**  
 Default value: ""  
**DimensionOfChainsToSave**  
 Default value: "0, 1, 2, 3"  
**Filename**    Default value: "homology.msh"  
 Numeric options:  
**ComputeHomology**  
 Default value: 1  
**ComputeCohomology**  
 Default value: 0  
**HomologyPhysicalGroupsBegin**  
 Default value: -1  
**CohomologyPhysicalGroupsBegin**  
 Default value: -1  
**CreatePostProcessingViews**  
 Default value: 1  
**ReductionOmit**  
 Default value: 1  
**ReductionCombine**  
 Default value: 3

`PostProcessSimplify`  
 Default value: 1

`ReductionHeuristic`  
 Default value: 1

#### `Plugin(HomologyPostProcessing)`

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

1. (co)homology basis transformation:

'TransformationMatrix': Integer matrix of the transformation.

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

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

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

'PhysicalGroupsOfOperatedChains': Chains of a homology space basis.

'PhysicalGroupsOfOperatedChains2': Cochains of a cohomology space basis.

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

Options:

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

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

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

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

String options:

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

`PhysicalGroupsOfOperatedChains`  
 Default value: "1, 2"

`PhysicalGroupsOfOperatedChains2`  
 Default value: ""

`PhysicalGroupsToTraceResults`  
 Default value: ""

`PhysicalGroupsToProjectResults`  
 Default value: ""

`NameForResultChains`  
 Default value: "c"

Numeric options:

`ApplyBoundaryOperatorToResults`  
Default value: 0

#### Plugin(Integrate)

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

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

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

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

`View` Default value: -1

`OverTime` Default value: -1

`Dimension`  
Default value: -1

`Visible` Default value: 1

#### Plugin(Isosurface)

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

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

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

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

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

`Value` Default value: 0

`ExtractVolume`  
Default value: 0

`RecurLevel`  
Default value: 4

**TargetError**  
 Default value: 0  
**View**      Default value: -1  
**OtherTimeStep**  
 Default value: -1  
**OtherView**  
 Default value: -1

#### Plugin(Lambda2)

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

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

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

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

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

**Eigenvalue**  
 Default value: 2  
**View**      Default value: -1

#### Plugin(LongitudeLatitude)

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

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

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

**View**      Default value: -1

#### Plugin(MakeSimplex)

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

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

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

**View**      Default value: -1

**Plugin(MathEval)**

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

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

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

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

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

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

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

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

```

Expression0
    Default value: "Sqrt(v0^2+v1^2+v2^2)"
Expression1
    Default value: ""
Expression2
    Default value: ""
Expression3
    Default value: ""
Expression4
    Default value: ""
Expression5
    Default value: ""
Expression6
    Default value: ""
Expression7
    Default value: ""

```

**Expression8**  
 Default value: ""

Numeric options:

**TimeStep** Default value: -1

**View** Default value: -1

**OtherTimeStep**  
 Default value: -1

**OtherView**  
 Default value: -1

**ForceInterpolation**  
 Default value: 0

**PhysicalRegion**  
 Default value: -1

#### Plugin(MeshSubEntities)

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

**InputDimension**  
 Default value: 1

**InputPhysicalGroup**  
 Default value: 1

**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:

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

#### Plugin(ModifyComponents)

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

The expressions can contain:

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

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

If 'OtherTimeStep' < 0, the plugin uses 'TimeStep' instead.

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

If 'OtherView' < 0, the plugin uses 'View' instead.

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

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

```

Expression1
    Default value: ""
Expression2
    Default value: ""
Expression3
    Default value: ""
Expression4
    Default value: ""
Expression5
    Default value: ""
Expression6
    Default value: ""
Expression7
    Default value: ""
Expression8
    Default value: ""
Numeric options:
TimeStep  Default value: -1
View      Default value: -1
OtherTimeStep
    Default value: -1
OtherView
    Default value: -1
ForceInterpolation
    Default value: 0

```

#### Plugin(ModulusPhase)

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

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

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

```

RealPart  Default value: 0
ImaginaryPart
    Default value: 1
View      Default value: -1

```

#### Plugin(NearToFarField)

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

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

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

**MatlabOutputFile**  
Default value: "farfield.m"

Numeric options:

**Wavenumber**  
Default value: 1

**PhiStart** Default value: 0

**PhiEnd** Default value: 6.28319

**NumPointsPhi**  
Default value: 60

**ThetaStart**  
Default value: 0

**ThetaEnd** Default value: 3.14159

**NumPointsTheta**  
Default value: 30

**EView** Default value: 0

**HView** Default value: 1

**Normalize**  
Default value: 1

**dB** Default value: 1

**NegativeTime**  
Default value: 0

**RFar** Default value: 0

Plugin(NearestNeighbor)

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

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

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

**View** Default value: -1

**Plugin(NewView)**

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

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

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

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

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

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

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

X0           Default value: 0

Y0           Default value: 0

Z0           Default value: 0

X1           Default value: 1

Y1           Default value: 0

Z1           Default value: 0

X2           Default value: 0

Y2           Default value: 1

Z2           Default value: 0

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

**Plugin(Probe)**

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

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

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

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

**Plugin(Remove)**

Plugin(Remove) removes the marked items from the view 'View'.

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

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

**Text2D** Default value: 1  
**Text3D** Default value: 1  
**Points** Default value: 0  
**Lines** Default value: 0  
**Triangles**  
 Default value: 0  
**Quadrangles**  
 Default value: 0  
**Tetrahedra**  
 Default value: 0

|           |                   |
|-----------|-------------------|
| Hexahedra | Default value: 0  |
| Prisms    | Default value: 0  |
| Pyramids  | Default value: 0  |
| Scalar    | Default value: 1  |
| Vector    | Default value: 1  |
| Tensor    | Default value: 1  |
| View      | Default value: -1 |

#### Plugin(Scal2Tens)

Plugin(Scal2Tens) converts some scalar fields into a tensor field. The number of components must be given (max. 9). The new view 'NameNewView' contains the new tensor field. If the number of a view is -1, the value of the corresponding component is 0. String options:

|             |                          |
|-------------|--------------------------|
| NameNewView | Default value: "NewView" |
|-------------|--------------------------|

Numeric options:

|                    |                   |
|--------------------|-------------------|
| NumberOfComponents | Default value: 9  |
| View0              | Default value: -1 |
| View1              | Default value: -1 |
| View2              | Default value: -1 |
| View3              | Default value: -1 |
| View4              | Default value: -1 |
| View5              | Default value: -1 |
| View6              | Default value: -1 |
| View7              | Default value: -1 |
| View8              | Default value: -1 |

#### Plugin(Scal2Vec)

Plugin(Scal2Vec) converts the scalar fields into a vectorial field. The new view 'NameNewView' contains it. If the number of a view is -1, the value of the corresponding component of the vector field is 0. String options:

|             |                          |
|-------------|--------------------------|
| NameNewView | Default value: "NewView" |
|-------------|--------------------------|

Numeric options:

|       |                   |
|-------|-------------------|
| ViewX | Default value: -1 |
| ViewY | Default value: -1 |

**ViewZ**      Default value: -1

#### Plugin(ShowNeighborElements)

Plugin(ShowNeighborElements) 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

$$dX(t)/dt = V(x,y,z)$$

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

$$\begin{bmatrix} \text{'A11'} & \text{'A12'} & \text{'A13'} & \text{'Tx'} \\ \text{'A21'} & \text{'A22'} & \text{'A23'} & \text{'Ty'} \\ \text{'A31'} & \text{'A32'} & \text{'A33'} & \text{'Tz'} \end{bmatrix}.$$

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

**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`’ ( $n = 0, 1, 2, \dots$ ), *after the  $n$ -th view is loaded*.

The list of all post-processing and view options is given in [Section B.5 \[Post-processing options list\]](#), page 215. See [Section A.8 \[t8.geo\]](#), page 141, and [Section A.9 \[t9.geo\]](#), page 144, for some examples.

## 9 File formats

This chapter describes Gmsh’s native “MSH” file format, used to store meshes and associated post-processing datasets. The MSH format exists in two flavors: ASCII and binary. The format has a version number that is independent of Gmsh’s main version number.

(Remember that for small post-processing datasets you can also use human-readable “parsed” post-processing views, as described in [Section 8.1 \[Post-processing commands\]](#), [page 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>

<$InterpolationScheme>
  name(string)
  numElementTopologies(ASCII int)
  elementTopology
  numInterpolationMatrices(ASCII int)
  numRows(ASCII int) numColumns(ASCII int) value(ASCII double) ...
<$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        6-node prism.
- 7        5-node pyramid.
- 8        3-node second order line (2 nodes associated with the vertices and 1 with the edge).
- 9        6-node second order triangle (3 nodes associated with the vertices and 3 with the edges).
- 10       9-node second order quadrangle (4 nodes associated with the vertices, 4 with the edges and 1 with the face).
- 11       10-node second order tetrahedron (4 nodes associated with the vertices and 6 with the edges).
- 12       27-node second order hexahedron (8 nodes associated with the vertices, 12 with the edges, 6 with the faces and 1 with the volume).
- 13       18-node second order prism (6 nodes associated with the vertices, 9 with the edges and 3 with the quadrangular faces).
- 14       14-node second order pyramid (5 nodes associated with the vertices, 8 with the edges and 1 with the quadrangular face).
- 15       1-node point.
- 16       8-node second order quadrangle (4 nodes associated with the vertices and 4 with the edges).
- 17       20-node second order hexahedron (8 nodes associated with the vertices and 12 with the edges).
- 18       15-node second order prism (6 nodes associated with the vertices and 9 with the edges).
- 19       13-node second order pyramid (5 nodes associated with the vertices and 8 with the edges).
- 20       9-node third order incomplete triangle (3 nodes associated with the vertices, 6 with the edges)
- 21       10-node third order triangle (3 nodes associated with the vertices, 6 with the edges, 1 with the face)
- 22       12-node fourth order incomplete triangle (3 nodes associated with the vertices, 9 with the edges)
- 23       15-node fourth order triangle (3 nodes associated with the vertices, 9 with the edges, 3 with the face)
- 24       15-node fifth order incomplete triangle (3 nodes associated with the vertices, 12 with the edges)
- 25       21-node fifth order complete triangle (3 nodes associated with the vertices, 12 with the edges, 6 with the face)
- 26       4-node third order edge (2 nodes associated with the vertices, 2 internal to the edge)

|    |   |
|----|---|
| 27 | 5-node fourth order edge (2 nodes associated with the vertices, 3 internal to the edge)   |
| 28 | 6-node fifth order edge (2 nodes associated with the vertices, 4 internal to the edge)  |
| 29 | 20-node third order tetrahedron (4 nodes associated with the vertices, 12 with the edges, 4 with the faces)                     |
| 30 | 35-node fourth order tetrahedron (4 nodes associated with the vertices, 18 with the edges, 12 with the faces, 1 in the volume)  |
| 31 | 56-node fifth order tetrahedron (4 nodes associated with the vertices, 24 with the edges, 24 with the faces, 4 in the volume)   |
| 92 | 64-node third order hexahedron (8 nodes associated with the vertices, 24 with the edges, 24 with the faces, 8 in the volume)    |
| 93 | 125-node fourth order hexahedron (8 nodes associated with the vertices, 36 with the edges, 54 with the faces, 27 in the volume) |

See below for the ordering of the nodes.

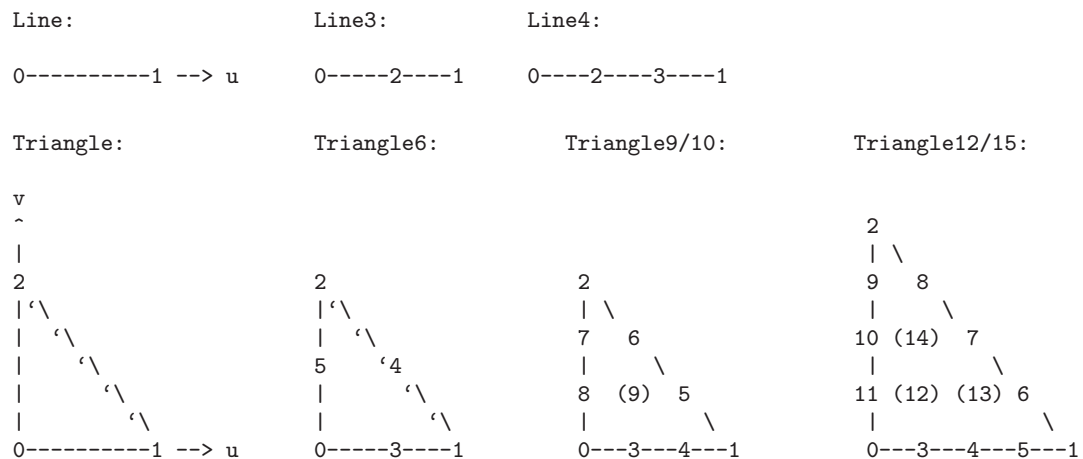
The post-processing sections are identical to the ones in the version 2 file format (see below). These sections will be reworked in a future minor revision of the version 4 format (e.g. version 4.1 or 4.2).

## 9.2 Node ordering

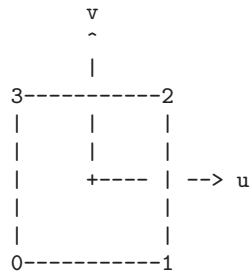
Historically, Gmsh developers have started by implementing linear elements (lines, triangles, quads, tets, prisms and hexes). Then, second and sometimes third order elements have been hardcoded. We here distinguish “low order elements” that have been hardcoded initially and “high order elements” that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



Quadrangle:



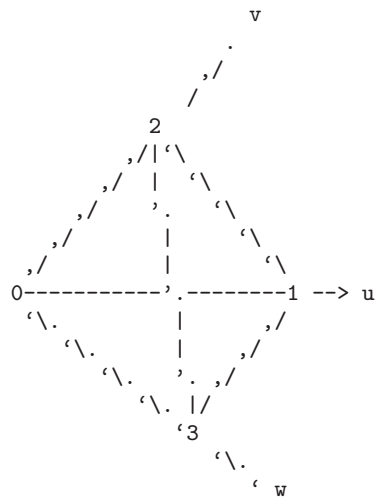
Quadrangle8:



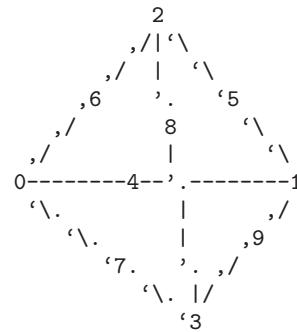
Quadrangle9:



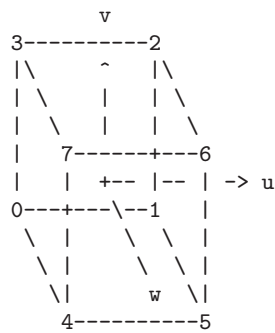
Tetrahedron:



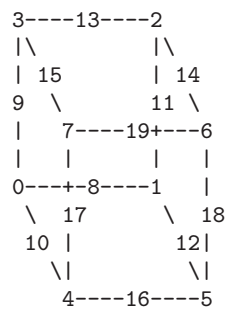
Tetrahedron10:



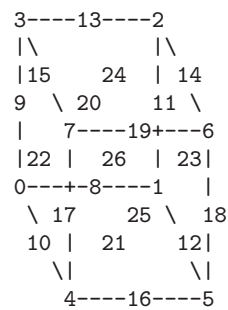
Hexahedron:

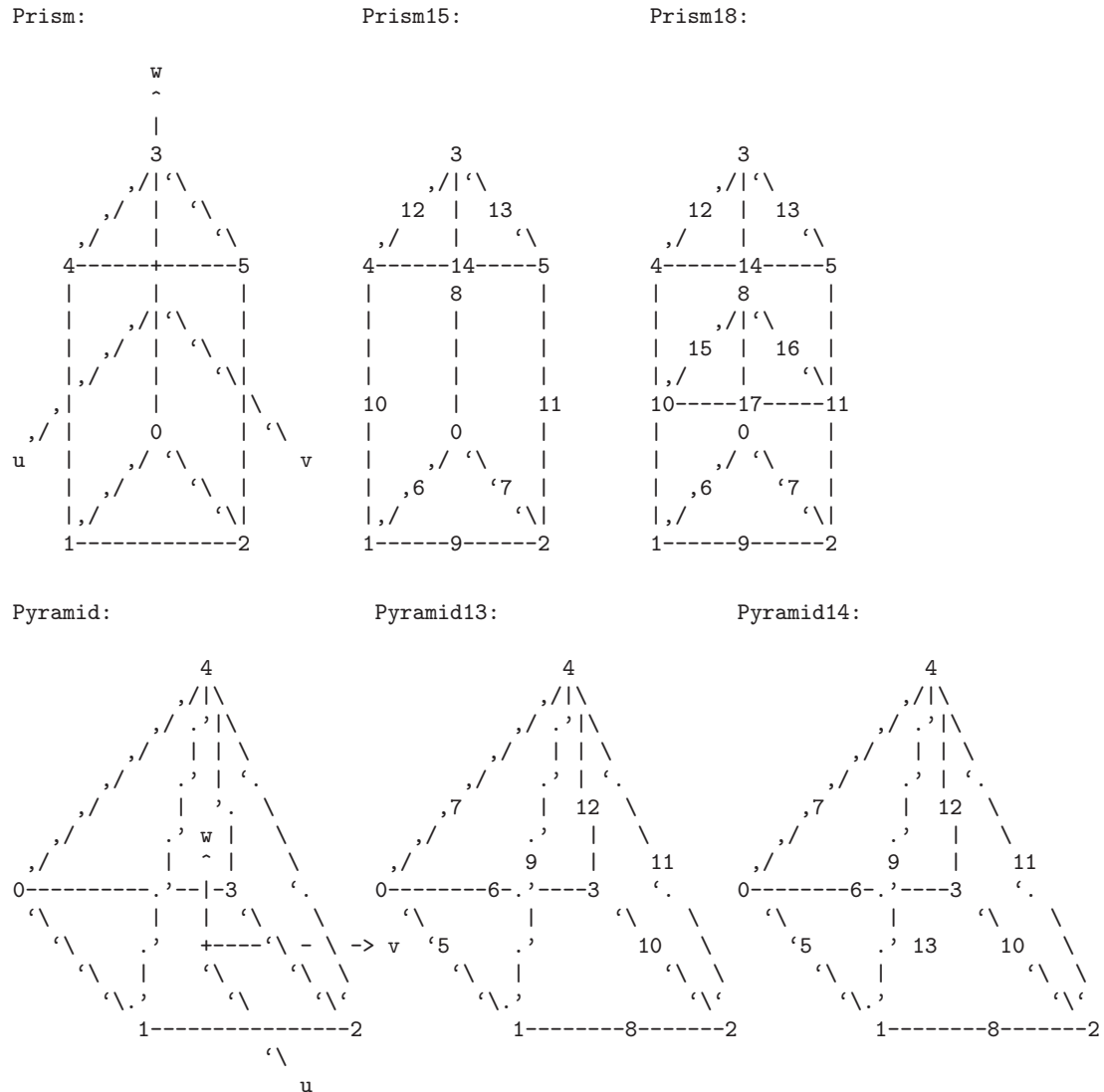


Hexahedron20:



Hexahedron27:





### 9.2.2 High order elements

The node ordering of a higher order (possibly curved) element is compatible with the numbering of low order element (it is a generalization). We number nodes in the following order:

- the element principal or corner vertices;
- the internal nodes for each edge;
- the internal nodes for each face;
- the volume internal nodes.

The numbering for internal nodes is recursive, i.e. the numbering follows that of the nodes of an embedded edge/face/volume of lower order. The higher order nodes are assumed to be equispaced. Edges and faces are numbered following the lowest order template that generates a single high-order on this edge/face. Furthermore, an edge is oriented from

the node with the lowest to the highest index. The orientation of a face is such that the computed normal points outward; the starting point is the node with the lowest index.

## 9.3 Legacy formats

This section describes Gmsh's older native file formats. Future versions of Gmsh will continue to support these formats, but we recommend that you do not use them in new applications.

### 9.3.1 MSH file format version 2

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

```

```

< integer-tag >
...
node-number value ...
...
$EndNodeData
$ElementData
number-of-string-tags
< "string-tag" >
...
number-of-real-tags
< real-tag >
...
number-of-integer-tags
< integer-tag >
...
elm-number value ...
...
$EndElementData
$ElementNodeData
number-of-string-tags
< "string-tag" >
...
number-of-real-tags
< real-tag >
...
number-of-integer-tags
< integer-tag >
...
elm-number number-of-nodes-per-element value ...
...
$EndElementNodeData
$InterpolationScheme
"name"
number-of-element-topologies
elm-topology
number-of-interpolation-matrices
num-rows num-columns value ...
...
$EndInterpolationScheme

```

where

*version-number*

is a real number equal to 2.2

*file-type*

is an integer equal to 0 in the ASCII file format.

***data-size***

is an integer equal to the size of the floating point numbers used in the file (currently only  $data-size = sizeof(double)$  is supported).

***number-of-nodes***

is the number of nodes in the mesh.

***node-number***

is the number (index) of the  $n$ -th node in the mesh; *node-number* must be a positive (non-zero) integer. Note that the *node-numbers* do not necessarily have to form a dense nor an ordered sequence.

***x-coord y-coord z-coord***

are the floating point values giving the X, Y and Z coordinates of the  $n$ -th node.

***number-of-elements***

is the number of elements in the mesh.

***elm-number***

is the number (index) of the  $n$ -th element in the mesh; *elm-number* must be a positive (non-zero) integer. Note that the *elm-numbers* do not necessarily have to form a dense nor an ordered sequence.

***elm-type*** defines the geometrical type of the  $n$ -th element: see [Section 9.1 \[MSH file format \(version 4\)\]](#), 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 *ncomp* values per node (resp. per element), where *ncomp* is the number of field components. For *ElementNodeData* views, there are *ncomp* times *number-of-nodes-per-elements* values per element.

*number-of-element-topologies*

is the number of element topologies for which interpolation matrices are provided

*elm-topology*

is the id tag of a given element topology: 1 for points, 2 for lines, 3 for triangles, 4 for quadrangles, 5 for tetrahedra, 6 for pyramids, 7 for prisms, 8 for hexahedra, 9 for polygons and 10 for polyhedra.

*number-of-interpolation-matrices*

is the number of interpolation matrices provided for the element topology *elm-topology*. Currently you should provide 2 matrices, i.e., the matrices that specify how to interpolate the data (they have the same meaning as in [Section 8.1 \[Post-processing commands\]](#), page 74). The matrices are specified by 2 integers (*num-rows* and *num-columns*) followed by the values.

Below is a small example (a mesh consisting of two quadrangles with an associated nodal scalar dataset; the comments are not part of the actual file!):

```

$MeshFormat
2.2 0 8
$EndMeshFormat
$Nodes
6
1 0.0 0.0 0.0
2 1.0 0.0 0.0
3 1.0 1.0 0.0
4 0.0 1.0 0.0
5 2.0 0.0 0.0
6 2.0 1.0 0.0
$EndNodes
$Elements
2
1 3 2 99 2 1 2 3 4
2 3 2 99 2 2 5 6 3
$EndElements
$NodeData
1
"A scalar view"
1
0.0
3
0
1

```

*six mesh nodes:*  
*node #1: coordinates (0.0, 0.0, 0.0)*  
*node #2: coordinates (1.0, 0.0, 0.0)*  
*etc.*

*two elements:*  
*quad #1: type 3, physical 99, elementary 2, nodes 1 2 3 4*  
*quad #2: type 3, physical 99, elementary 2, nodes 2 5 6 3*

*one string tag:*  
*the name of the view ("A scalar view")*

*one real tag:*  
*the time value (0.0)*

*three integer tags:*  
*the time step (0; time steps always start at 0)*  
*1-component (scalar) field*



```

6           six associated nodal values
1 0.0      value associated with node #1 (0.0)
2 0.1      value associated with node #2 (0.1)
3 0.2      etc.
4 0.0
5 0.2
6 0.4
$EndNodeData

```

The binary file format is similar to the ASCII format described above:

```

$MeshFormat
version-number file-type data-size
one-binary
$EndMeshFormat
$Nodes
number-of-nodes
nodes-binary
$EndNodes
$Elements
number-of-elements
element-header-binary
elements-binary
element-header-binary
elements-binary
...
$EndElements

```

[ All other sections are identical to ASCII, except that *node-number*, *elm-number*, *number-of-nodes-per-element* and *values* are written in binary format. Beware that all the \$End tags must start on a new line. ]

where

*version-number*

is a real number equal to 2.2.

*file-type*

is an integer equal to 1.

*data-size*

has the same meaning as in the ASCII file format. Currently only *data-size* = `sizeof(double)` is supported.

*one-binary*

is an integer of value 1 written in binary form. This integer is used for detecting if the computer on which the binary file was written and the computer on which the file is read are of the same type (little or big endian).

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

```

int one = 1;
fwrite(&one, sizeof(int), 1, file);

```

*number-of-nodes*

has the same meaning as in the ASCII file format.

*nodes-binary*

is the list of nodes in binary form, i.e., a array of *number-of-nodes* \* (4 + 3 \* *data-size*) bytes. For each node, the first 4 bytes contain the node number and the next (3 \* *data-size*) bytes contain the three floating point coordinates.

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

```
for(i = 0; i < number_of_nodes; i++){
    fwrite(&num_i, sizeof(int), 1, file);
    double xyz[3] = {node_i_x, node_i_y, node_i_z};
    fwrite(xyz, sizeof(double), 3, file);
}
```

*number-of-elements*

has the same meaning as in the ASCII file format.

*element-header-binary*

is a list of 3 integers in binary form, i.e., an array of (3 \* 4) bytes: the first four bytes contain the type of the elements that follow (same as *elm-type* in the ASCII format), the next four contain the number of elements that follow, and the last four contain the number of tags per element (same as *number-of-tags* in the ASCII format).

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

```
int header[3] = {elm_type, num_elm_follow, num_tags};
fwrite(header, sizeof(int), 3, file);
```

*elements-binary*

is a list of elements in binary form, i.e., an array of “number of elements that follow” \* (4 + *number-of-tags* \* 4 + *#node-number-list* \* 4) bytes. For each element, the first four bytes contain the element number, the next (*number-of-tags* \* 4) contain the tags, and the last (*#node-number-list* \* 4) contain the node indices.

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

```
for(i = 0; i < number_of_triangles; i++){
    int data[6] = {num_i, physical, elementary,
                 node_i_1, node_i_2, node_i_3};
    fwrite(data, sizeof(int), 6, file);
}
```

### 9.3.2 MSH file format version 1

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
...
$ENDNOD
```

```

$ELM
  number-of-elements
  elm-number elm-type reg-phys reg-elem number-of-nodes node-number-list
  ...
$ENDELM

```

where

*number-of-nodes*

is the number of nodes in the mesh.

*node-number*

is the number (index) of the *n*-th node in the mesh; *node-number* must be a positive (non-zero) integer. Note that the *node-numbers* do not necessarily have to form a dense nor an ordered sequence.

*x-coord y-coord z-coord*

are the floating point values giving the X, Y and Z coordinates of the *n*-th node.

*number-of-elements*

is the number of elements in the mesh.

*elm-number*

is the number (index) of the *n*-th element in the mesh; *elm-number* must be a positive (non-zero) integer. Note that the *elm-numbers* do not necessarily have to form a dense nor an ordered sequence.

*elm-type* defines the geometrical type of the *n*-th element:

- |    |  |
|----|--|
| 1  | 2-node line.   |
| 2  | 3-node triangle.   |
| 3  | 4-node quadrangle.   |
| 4  | 4-node tetrahedron.  |
| 5  | 8-node hexahedron.   |
| 6  | 6-node prism.  |
| 7  | 5-node pyramid.  |
| 8  | 3-node second order line (2 nodes associated with the vertices and 1 with the edge).   |
| 9  | 6-node second order triangle (3 nodes associated with the vertices and 3 with the edges).  |
| 10 | 9-node second order quadrangle (4 nodes associated with the vertices, 4 with the edges and 1 with the face).                       |
| 11 | 10-node second order tetrahedron (4 nodes associated with the vertices and 6 with the edges).                                      |
| 12 | 27-node second order hexahedron (8 nodes associated with the vertices, 12 with the edges, 6 with the faces and 1 with the volume). |

- |    |   |
|----|---|
| 13 | 18-node second order prism (6 nodes associated with the vertices, 9 with the edges and 3 with the quadrangular faces).  |
| 14 | 14-node second order pyramid (5 nodes associated with the vertices, 8 with the edges and 1 with the quadrangular face). |
| 15 | 1-node point.   |
| 16 | 8-node second order quadrangle (4 nodes associated with the vertices and 4 with the edges).                             |
| 17 | 20-node second order hexahedron (8 nodes associated with the vertices and 12 with the edges).                           |
| 18 | 15-node second order prism (6 nodes associated with the vertices and 9 with the edges).                                 |
| 19 | 13-node second order pyramid (5 nodes associated with the vertices and 8 with the edges).                               |

See below for the ordering of the nodes.

*reg-phys* is the tag of the physical entity to which the element belongs; *reg-phys* must be a positive integer, or zero. If *reg-phys* is equal to zero, the element is considered not to belong to any physical entity.

*reg-elem* is the tag of the elementary entity to which the element belongs; *reg-elem* must be a positive (non-zero) integer.

*number-of-nodes*

is the number of nodes for the *n*-th element. This is redundant, but kept for backward compatibility.

*node-number-list*

is the list of the *number-of-nodes* node numbers of the *n*-th element. The ordering of the nodes is given in [Section 9.2 \[Node ordering\]](#), page 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

```

```

nb-scalar-pyramids nb-vector-pyramids nb-tensor-pyramids
nb-scalar-lines2 nb-vector-lines2 nb-tensor-lines2
nb-scalar-triangles2 nb-vector-triangles2 nb-tensor-triangles2
nb-scalar-quadrangles2 nb-vector-quadrangles2 nb-tensor-quadrangles2
nb-scalar-tetrahedra2 nb-vector-tetrahedra2 nb-tensor-tetrahedra2
nb-scalar-hexahedra2 nb-vector-hexahedra2 nb-tensor-hexahedra2
nb-scalar-prisms2 nb-vector-prisms2 nb-tensor-prisms2
nb-scalar-pyramids2 nb-vector-pyramids2 nb-tensor-pyramids2
nb-text2d nb-text2d-chars nb-text3d nb-text3d-chars
time-step-values
< scalar-point-value > ... < vector-point-value > ...
    < tensor-point-value > ...
< scalar-line-value > ... < vector-line-value > ...
    < tensor-line-value > ...
< scalar-triangle-value > ... < vector-triangle-value > ...
    < tensor-triangle-value > ...
< scalar-quadrangle-value > ... < vector-quadrangle-value > ...
    < tensor-quadrangle-value > ...
< scalar-tetrahedron-value > ... < vector-tetrahedron-value > ...
    < tensor-tetrahedron-value > ...
< scalar-hexahedron-value > ... < vector-hexahedron-value > ...
    < tensor-hexahedron-value > ...
< scalar-prism-value > ... < vector-prism-value > ...
    < tensor-prism-value > ...
< scalar-pyramid-value > ... < vector-pyramid-value > ...
    < tensor-pyramid-value > ...
< scalar-line2-value > ... < vector-line2-value > ...
    < tensor-line2-value > ...
< scalar-triangle2-value > ... < vector-triangle2-value > ...
    < tensor-triangle2-value > ...
< scalar-quadrangle2-value > ... < vector-quadrangle2-value > ...
    < tensor-quadrangle2-value > ...
< scalar-tetrahedron2-value > ... < vector-tetrahedron2-value > ...
    < tensor-tetrahedron2-value > ...
< scalar-hexahedron2-value > ... < vector-hexahedron2-value > ...
    < tensor-hexahedron2-value > ...
< scalar-prism2-value > ... < vector-prism2-value > ...
    < tensor-prism2-value > ...
< scalar-pyramid2-value > ... < vector-pyramid2-value > ...
    < tensor-pyramid2-value > ...
< text2d > ... < text2d-chars > ...
< text3d > ... < text3d-chars > ...
$EndView

```

where

*file-type*

is an integer equal to 0 in the ASCII file format.

*data-size*  
is an integer equal to the size of the floating point numbers used in the file (usually, *data-size* = sizeof(double)).

*view-name*  
is a string containing the name of the view (max. 256 characters).

*nb-time-steps*  
is an integer giving the number of time steps in the view.

*nb-scalar-points*

*nb-vector-points*

... are integers giving the number of scalar points, vector points, ..., in the view.

*nb-text2d*

*nb-text3d*

are integers giving the number of 2D and 3D text strings in the view.

*nb-text2d-chars*

*nb-text3d-chars*

are integers giving the total number of characters in the 2D and 3D strings.

*time-step-values*

is a list of *nb-time-steps* double precision numbers giving the value of the time (or any other variable) for which an evolution was saved.

*scalar-point-value*

*vector-point-value*

... are lists of double precision numbers giving the node coordinates and the values associated with the nodes of the *nb-scalar-points* scalar points, *nb-vector-points* vector points, ..., for each of the *time-step-values*.

For example, *vector-triangle-value* is defined as:

```

coord1-node1 coord1-node2 coord1-node3
coord2-node1 coord2-node2 coord2-node3
coord3-node1 coord3-node2 coord3-node3
comp1-node1-time1 comp2-node1-time1 comp3-node1-time1
comp1-node2-time1 comp2-node2-time1 comp3-node2-time1
comp1-node3-time1 comp2-node3-time1 comp3-node3-time1
comp1-node1-time2 comp2-node1-time2 comp3-node1-time2
comp1-node2-time2 comp2-node2-time2 comp3-node2-time2
comp1-node3-time2 comp2-node3-time2 comp3-node3-time2
...
```

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

*text2d* is a list of 4 double precision numbers:

```
coord1 coord2 style index
```

where *coord1* and *coord2* give the X-Y position of the 2D string in screen coordinates (measured from the top-left corner of the window) and where *index* gives the starting index of the string in *text2d-chars*. If *coord1* (respectively *coord2*) is negative, the position is measured from the right (respectively bottom) edge of the window. If *coord1* (respectively *coord2*) is larger than 99999,

the string is centered horizontally (respectively vertically). If *style* is equal to zero, the text is aligned bottom-left and displayed using the default font and size. Otherwise, *style* is converted into an integer whose eight lower bits give the font size, whose eight next bits select the font (the index corresponds to the position in the font menu in the GUI), and whose eight next bits define the text alignment (0=bottom-left, 1=bottom-center, 2=bottom-right, 3=top-left, 4=top-center, 5=top-right, 6=center-left, 7=center-center, 8=center-right).

*text2d-chars*

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

*text3d* is a list of 5 double precision numbers

*coord1 coord2 coord3 style index*

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

*text3d-chars*

is a list of *nb-text3d-chars* chars. Substrings are separated with the null ‘\0’ character.

### 9.3.4 POS binary file format (Legacy)

The POS binary file format is the same as the POS ASCII file format described in [Section 9.3.3 \[POS ASCII file format\]](#), page 122, except that:

1. *file-type* equals 1.
2. all lists of floating point numbers and characters are written in binary format
3. there is an additional integer, of value 1, written before *time-step-values*. This integer is used for detecting if the computer on which the binary file was written and the computer on which the file is read are of the same type (little or big endian).

Here is a pseudo C code to write a post-processing file in binary format:

```
int one = 1;

fprintf(file, "$PostFormat\n");
fprintf(file, "%g %d %d\n", 1.4, 1, sizeof(double));
fprintf(file, "$EndPostFormat\n");
fprintf(file, "$View\n");
fprintf(file, "%s %d "
        "%d %d %d %d %d %d %d %d %d "
        "%d %d %d %d %d %d %d %d %d "
        "%d %d %d %d %d %d %d %d %d "
        "%d %d %d %d %d %d %d %d %d "
        "%d %d %d %d\n",
        view-name, nb-time-steps,
        nb-scalar-points, nb-vector-points, nb-tensor-points,
        nb-scalar-lines, nb-vector-lines, nb-tensor-lines,
```

```

nb-scalar-triangles, nb-vector-triangles, nb-tensor-triangles,
nb-scalar-quadrangles, nb-vector-quadrangles, nb-tensor-quadrangles,
nb-scalar-tetrahedra, nb-vector-tetrahedra, nb-tensor-tetrahedra,
nb-scalar-hexahedra, nb-vector-hexahedra, nb-tensor-hexahedra,
nb-scalar-prisms, nb-vector-prisms, nb-tensor-prisms,
nb-scalar-pyramids, nb-vector-pyramids, nb-tensor-pyramids,
nb-scalar-lines2, nb-vector-lines2, nb-tensor-lines2,
nb-scalar-triangles2, nb-vector-triangles2, nb-tensor-triangles2,
nb-scalar-quadrangles2, nb-vector-quadrangles2, nb-tensor-quadrangles2,
nb-scalar-tetrahedra2, nb-vector-tetrahedra2, nb-tensor-tetrahedra2,
nb-scalar-hexahedra2, nb-vector-hexahedra2, nb-tensor-hexahedra2,
nb-scalar-prisms2, nb-vector-prisms2, nb-tensor-prisms2,
nb-scalar-pyramids2, nb-vector-pyramids2, nb-tensor-pyramids2,
nb-text2d, nb-text2d-chars, nb-text3d, nb-text3d-chars);
fwrite(&one, sizeof(int), 1, file);
fwrite(time-step-values, sizeof(double), nb-time-steps, file);
fwrite(all-scalar-point-values, sizeof(double), ..., file);
...
fprintf(file, "\n$EndView\n");

```

In this pseudo-code, *all-scalar-point-values* is the array of double precision numbers containing all the *scalar-point-value* lists, put one after each other in order to form a long array of doubles. The principle is the same for all other kinds of values.



## Appendix A Tutorial

The following examples introduce new features gradually, starting with [Section A.1 \[t1.geo\]](#), [page 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 elementary entities, and, amongst curves, straight
// lines are the simplest. A straight line is defined by a list of point
// numbers. In the commands below, for example, the line 1 starts at point 1 and
// ends at point 2:

Point(2) = {.1, 0, 0, lc} ;
Point(3) = {.1, .3, 0, lc} ;
Point(4) = {0, .3, 0, lc} ;

```

```
Line(1) = {1,2} ;
Line(2) = {3,2} ;
Line(3) = {3,4} ;
Line(4) = {4,1} ;

// The third elementary entity is the surface. In order to define a simple
// rectangular surface from the four curves defined above, a curve loop has first
// to be defined. A curve loop is a list of connected curves, a sign being
// associated with each curve (depending on the orientation of the curve):

Curve Loop(1) = {4,1,-2,3} ;

// We can then define the surface as a list of curve loops (only one here, since
// there are no holes--see 't4.geo'):

Plane Surface(1) = {1} ;

// At this level, Gmsh knows everything to display the rectangular surface 6 and
// to mesh it. An optional step is needed if we want to group elementary
// geometrical entities into more meaningful groups, e.g. to define some
// mathematical ("domain", "boundary"), functional ("left wing", "fuselage") or
// material ("steel", "carbon") properties.
//
// Such groups are called "Physical Groups" in Gmsh. By default, if physical
// groups are defined, Gmsh will export in output files only those elements that
// belong to at least one physical group. (To force Gmsh to save all elements,
// whether they belong to physical groups or not, set "Mesh.SaveAll=1;", or
// specify "-save_all" on the command line.)
//
// Here we define a physical curve that groups the left, bottom and right lines
// in a single group (with prescribed tag 5); and a physical surface with name
// "My surface" (with an automatic tag) containing the geometrical surface 1:

Physical Curve(5) = {1, 2, 4} ;
Physical Surface("My surface") = {1} ;

// Note that starting with Gmsh 3.0, models can be built using different
// geometry kernels than the default "built-in" kernel. By specifying
//
//   SetFactory("OpenCASCADE");
//
// any subsequent command in the .geo file would be handled by the OpenCASCADE
// geometry kernel instead of the built-in kernel. A rectangular surface could
// then simply be created with
//
//   Rectangle(2) = {.2, 0, 0, 0.1, 0.3};
//
```

```
// See tutorial/t16.geo for a complete example, and demos/boolean for more.
```

## A.2 t2.geo

```

/*****
 *
 * Gmsh tutorial 2
 *
 * Includes, geometrical transformations, extruded geometries,
 * elementary entities (volumes), physical entities (volumes)
 *
 *****/

// We first include the previous tutorial file, in order to use it as a basis
// for this one:

Include "t1.geo";

// We can then add new points and curves in the same way as we did in 't1.geo':

Point(5) = {0, .4, 0, 1c};
Line(5) = {4, 5};

// But Gmsh also provides tools to 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, 1c}; Point(101) = {0.08, 0.3, 0.1, 1c};
Point(102) = {0.08, 0.4, 0.1, 1c}; Point(103) = {0., 0.4, 0.13, 1c};

Line(110) = {4, 100}; Line(111) = {3, 101};
Line(112) = {6, 102}; Line(113) = {5, 103};
Line(114) = {103, 100}; Line(115) = {100, 101};
Line(116) = {101, 102}; Line(117) = {102, 103};

Curve Loop(118) = {115, -111, 3, 110}; Plane Surface(119) = {118};
Curve Loop(120) = {111, 116, -112, -7}; Plane Surface(121) = {120};
Curve Loop(122) = {112, 117, -113, -8}; Plane Surface(123) = {122};
Curve Loop(124) = {114, -110, 5, 113}; Plane Surface(125) = {124};
Curve Loop(126) = {115, 116, 117, 114}; Plane Surface(127) = {126};

Surface Loop(128) = {127, 119, 121, 123, 125, 11};
Volume(129) = {128};

// When a volume can be extruded from a surface, it is usually easier to use the
// Extrude command directly instead of creating all the points, curves and
// surfaces by hand. For example, the following command extrudes the surface 11
// along the z axis and automatically creates a new volume (as well as all the
// needed points, curves and surfaces):

Extrude {0, 0, 0.12} { Surface{my_new_surfs[1]}; }

// The following command permits to manually assign a characteristic length to

```

```
// some of the new points:

Characteristic Length {103, 105, 109, 102, 28, 24, 6, 5} = lc * 3;

// Note that, if the transformation tools are handy to create complex
// geometries, it is also sometimes useful to generate the 'flat' geometry, with
// an explicit list of all elementary entities. This can be achieved by
// selecting the 'File->Export->Gmsh unrolled geometry' menu or by typing
//
// > gmsh t2.geo -0
//
// on the command line.

// We finally group volumes 129 and 130 in a single physical group with tag "1"
// and name "The volume":

Physical Volume("The volume", 1) = {129,130};
```

### A.3 t3.geo

```

/*****
*
* Gmsh tutorial 3
*
* Extruded meshes, parameters, options
*
*****/

// Again, we start by including the first tutorial:

Include "t1.geo";

// As in 't2.geo', we plan to perform an extrusion along the z axis. But here,
// instead of only extruding the geometry, we also want to extrude the 2D
// mesh. This is done with the same 'Extrude' command, but by specifying element
// 'Layers' (2 layers in this case, the first one with 8 subdivisions and the
// second one with 2 subdivisions, both with a height of h/2):

h = 0.1;

Extrude {0,0,h} {
  Surface{1}; Layers{ {8,2}, {0.5,1} };
}

// The extrusion can also be performed with a rotation instead of a translation,
// and the resulting mesh can be recombined into prisms (we use only one layer
// here, with 7 subdivisions). All rotations are specified by an axis direction
```

```

// ({0,1,0}), an axis point ({-0.1,0,0.1}) and a rotation angle (-Pi/2):

Extrude { {0,1,0} , {-0.1,0,0.1} , -Pi/2 } {
  Surface{28}; Layers{7}; Recombine;
}

// Note that a translation ({-2*h,0,0}) and a rotation ({1,0,0}, {0,0.15,0.25},
// Pi/2) can also be combined. Here the angle is specified as a 'parameter',
// using the 'DefineConstant' syntax. This parameter can be modified
// interactively in the GUI, and can be exchanged with other codes using the
// ONELAB framework:

DefineConstant[ angle = {90, Min 0, Max 120, Step 1,
                        Name "Parameters/Twisting angle" } ];

out[] = Extrude { {-2*h,0,0}, {1,0,0} , {0,0.15,0.25} , angle * Pi / 180 } {
  Surface{50}; Layers{10}; Recombine;
};

// In this last extrusion command we retrieved the volume number programatically
// by using the return value (a list) of the Extrude command. This list contains
// the "top" of the extruded surface (in out[0]), the newly created volume (in
// out[1]) and the ids of the lateral surfaces (in out[2], out[3], ...)

// We can then define a new physical volume (with tag 101) to group all the
// elementary volumes:

Physical Volume(101) = {1, 2, out[1]};

// Let us now change some options... Since all interactive options are
// accessible in Gmsh's scripting language, we can for example make point tags
// visible or redefine some colors directly in the input file:

Geometry.PointNumbers = 1;
Geometry.Color.Points = Orange;
General.Color.Text = White;
Mesh.Color.Points = {255,0,0};

// Note that all colors can be defined literally or numerically, i.e.
// 'Mesh.Color.Points = Red' is equivalent to 'Mesh.Color.Points = {255,0,0}';
// and also note that, as with user-defined variables, the options can be used
// either as right or left hand sides, so that the following command will set
// the surface color to the same color as the points:

Geometry.Color.Surfaces = Geometry.Color.Points;

// You can use the 'Help->Current options' menu to see the current values of all

```

```
// options. To save all the options in a file, use 'File->Export->Gmsh
// options'. To associate the current options with the current file use
// 'File->Save Options->For Current File'. To save the current options for all
// future Gmsh sessions use 'File->Save Options->As default'.
```

## A.4 t4.geo

```

/*****
 *
 * Gmsh tutorial 4
 *
 * Built-in functions, surface holes, annotations, mesh colors
 *
 *****/

// As usual, we start by defining some variables:

cm = 1e-02;
e1 = 4.5 * cm; e2 = 6 * cm / 2; e3 = 5 * cm / 2;
h1 = 5 * cm; h2 = 10 * cm; h3 = 5 * cm; h4 = 2 * cm; h5 = 4.5 * cm;
R1 = 1 * cm; R2 = 1.5 * cm; r = 1 * cm;
Lc1 = 0.01;
Lc2 = 0.003;

// We can use all the usual mathematical functions (note the capitalized first
// letters), plus some useful functions like Hypot(a, b) := Sqrt(a^2 + b^2):

ccos = (-h5*R1 + e2 * Hypot(h5, Hypot(e2, R1))) / (h5^2 + e2^2);
ssin = Sqrt(1 - ccos^2);

// Then we define some points and some lines using these variables:

Point(1) = {-e1-e2, 0, 0, Lc1}; Point(2) = {-e1-e2, h1, 0, Lc1};
Point(3) = {-e3-r, h1, 0, Lc2}; Point(4) = {-e3-r, h1+r, 0, Lc2};
Point(5) = {-e3, h1+r, 0, Lc2}; Point(6) = {-e3, h1+h2, 0, Lc1};
Point(7) = { e3, h1+h2, 0, Lc1}; Point(8) = { e3, h1+r, 0, Lc2};
Point(9) = { e3+r, h1+r, 0, Lc2}; Point(10)= { e3+r, h1, 0, Lc2};
Point(11)= { e1+e2, h1, 0, Lc1}; Point(12)= { e1+e2, 0, 0, Lc1};
Point(13)= { e2, 0, 0, Lc1};

Point(14)= { R1 / ssin, h5+R1*ccos, 0, Lc2};
Point(15)= { 0, h5, 0, Lc2};
Point(16)= {-R1 / ssin, h5+R1*ccos, 0, Lc2};
Point(17)= {-e2, 0.0, 0, Lc1};

Point(18)= {-R2, h1+h3, 0, Lc2}; Point(19)= {-R2, h1+h3+h4, 0, Lc2};
Point(20)= { 0, h1+h3+h4, 0, Lc2}; Point(21)= { R2, h1+h3+h4, 0, Lc2};

```

```

Point(22)= { R2 , h1+h3 , 0, Lc2}; Point(23)= { 0 , h1+h3 , 0, Lc2};

Point(24)= { 0, h1+h3+h4+R2, 0, Lc2}; Point(25)= { 0, h1+h3-R2, 0, Lc2};

Line(1) = {1 , 17};
Line(2) = {17, 16};

// Gmsh provides other curve primitives than straight lines: splines, B-splines,
// circle arcs, ellipse arcs, etc. Here we define a new circle arc, starting at
// point 14 and ending at point 16, with the circle's center being the point 15:

Circle(3) = {14,15,16};

// Note that, in Gmsh, circle arcs should always be smaller than Pi. We can then
// define additional lines and circles, as well as a new surface:

Line(4) = {14,13}; Line(5) = {13,12}; Line(6) = {12,11};
Line(7) = {11,10}; Circle(8) = {8,9,10}; Line(9) = {8,7};
Line(10) = {7,6}; Line(11) = {6,5}; Circle(12) = {3,4,5};
Line(13) = {3,2}; Line(14) = {2,1}; Line(15) = {18,19};
Circle(16) = {21,20,24}; Circle(17) = {24,20,19};
Circle(18) = {18,23,25}; Circle(19) = {25,23,22};
Line(20) = {21,22};

Curve Loop(21) = {17,-15,18,19,-20,16};
Plane Surface(22) = {21};

// But we still need to define the exterior surface. Since this surface has a
// hole, its definition now requires two curves loops:

Curve Loop(23) = {11,-12,13,14,1,2,-3,4,5,6,7,-8,9,10};
Plane Surface(24) = {23,21};

// As a general rule, if a surface has N holes, it is defined by N+1 curve loops:
// the first loop defines the exterior boundary; the other loops define the
// boundaries of the holes.

// Finally, we can add some comments by embedding a post-processing view
// containing some strings:

View "comments" {
  // Add a text string in window coordinates, 10 pixels from the left and 10
  // pixels from the bottom, using the StrCat function to concatenate strings:
  T2(10, -10, 0){ StrCat("Created on ", Today, " with Gmsh") };

  // Add a text string in model coordinates centered at (X,Y,Z) = (0, 0.11, 0):
  T3(0, 0.11, 0, TextAttributes("Align", "Center", "Font", "Helvetica")){ "Hole" };
}

```



```

// If a string starts with 'file://', the rest is interpreted as an image
// file. For 3D annotations, the size in model coordinates can be specified
// after a '@' symbol in the form 'widthxheight' (if one of 'width' or
// 'height' is zero, natural scaling is used; if both are zero, original image
// dimensions in pixels are used):
T3(0, 0.09, 0, TextAttributes("Align", "Center")){ "file://image.png@0.01x0" };

// The 3D orientation of the image can be specified by providing the direction
// of the bottom and left edge of the image in model space:
T3(-0.01, 0.09, 0, 0){ "file://image.png@0.01x0,0,0,1,0,1,0" };

// The image can also be drawn in "billboard" mode, i.e. always parallel to
// the camera, by using the '#' symbol:
T3(0, 0.12, 0, TextAttributes("Align", "Center")){ "file://image.png@0.01x0#" };

// The size of 2D annotations is given directly in pixels:
T2(350, -7, 0){ "file://image.png@20x0" };
};

// Views and geometrical entities can be made to respond to double-click events:

View[0].DoubleClickedCommand = "Printf('View[0] has been double-clicked!');";
Geometry.DoubleClickedLineCommand = "Printf('Curve %g has been double-clicked!',
    Geometry.DoubleClickedEntityTag);";

// We can also change the color of some mesh entities:

Color Grey50{ Surface{ 22 }; }
Color Purple{ Surface{ 24 }; }
Color Red{ Curve{ 1:14 }; }
Color Yellow{ Curve{ 15:20 }; }

```

## A.5 t5.geo

```

/*****
*
* Gmsh tutorial 5
*
* Characteristic lengths, arrays of variables, macros, loops
*
*****/

// We start by defining some target mesh sizes:

lcar1 = .1;
lcar2 = .0005;

```

```

lcar3 = .055;

// If we wanted to change these mesh sizes globally (without changing the above
// definitions), we could give a global scaling factor for all characteristic
// lengths on the command line with the '-clscale' option (or with
// 'Mesh.CharacteristicLengthFactor' in an option file). For example, with:
//
// > gmsh t5.geo -clscale 1
//
// this input file produces a mesh of approximately 1,300 nodes and 11,000
// tetrahedra. With
//
// > gmsh t5.geo -clscale 0.2
//
// the mesh counts approximately 350,000 nodes and 2.1 million tetrahedra. You
// can check mesh statistics in the graphical user interface with the
// 'Tools->Statistics' menu.

// We proceed by defining some elementary entities describing a truncated cube:

Point(1) = {0.5,0.5,0.5,lcar2}; Point(2) = {0.5,0.5,0,lcar1};
Point(3) = {0,0.5,0.5,lcar1}; Point(4) = {0,0,0.5,lcar1};
Point(5) = {0.5,0,0.5,lcar1}; Point(6) = {0.5,0,0,lcar1};
Point(7) = {0,0.5,0,lcar1}; Point(8) = {0,1,0,lcar1};
Point(9) = {1,1,0,lcar1}; Point(10) = {0,0,1,lcar1};
Point(11) = {0,1,1,lcar1}; Point(12) = {1,1,1,lcar1};
Point(13) = {1,0,1,lcar1}; Point(14) = {1,0,0,lcar1};

Line(1) = {8,9}; Line(2) = {9,12}; Line(3) = {12,11};
Line(4) = {11,8}; Line(5) = {9,14}; Line(6) = {14,13};
Line(7) = {13,12}; Line(8) = {11,10}; Line(9) = {10,13};
Line(10) = {10,4}; Line(11) = {4,5}; Line(12) = {5,6};
Line(13) = {6,2}; Line(14) = {2,1}; Line(15) = {1,3};
Line(16) = {3,7}; Line(17) = {7,2}; Line(18) = {3,4};
Line(19) = {5,1}; Line(20) = {7,8}; Line(21) = {6,14};

Curve Loop(22) = {-11,-19,-15,-18}; Plane Surface(23) = {22};
Curve Loop(24) = {16,17,14,15}; Plane Surface(25) = {24};
Curve Loop(26) = {-17,20,1,5,-21,13}; Plane Surface(27) = {26};
Curve Loop(28) = {-4,-1,-2,-3}; Plane Surface(29) = {28};
Curve Loop(30) = {-7,2,-5,-6}; Plane Surface(31) = {30};
Curve Loop(32) = {6,-9,10,11,12,21}; Plane Surface(33) = {32};
Curve Loop(34) = {7,3,8,9}; Plane Surface(35) = {34};
Curve Loop(36) = {-10,18,-16,-20,4,-8}; Plane Surface(37) = {36};
Curve Loop(38) = {-14,-13,-12,19}; Plane Surface(39) = {38};

// Instead of using included files, we now use a user-defined macro in order

```

```
// to carve some holes in the cube:
```

```
Macro CheeseHole
```

```
// In the following commands we use the reserved variable name 'newp', which
// automatically selects a new point number. This number is chosen as the
// highest current point number, plus one. (Note that, analogously to 'newp',
// the variables 'newl', 'news', 'newv' and 'newreg' select the highest number
// amongst currently defined curves, surfaces, volumes and 'any entities other
// than points', respectively.)
```

```
p1 = newp; Point(p1) = {x, y, z, lcar3} ;
p2 = newp; Point(p2) = {x+r,y, z, lcar3} ;
p3 = newp; Point(p3) = {x, y+r,z, lcar3} ;
p4 = newp; Point(p4) = {x, y, z+r,lcar3} ;
p5 = newp; Point(p5) = {x-r,y, z, lcar3} ;
p6 = newp; Point(p6) = {x, y-r,z, lcar3} ;
p7 = newp; Point(p7) = {x, y, z-r,lcar3} ;
```

```
c1 = newreg; Circle(c1) = {p2,p1,p7}; c2 = newreg; Circle(c2) = {p7,p1,p5};
c3 = newreg; Circle(c3) = {p5,p1,p4}; c4 = newreg; Circle(c4) = {p4,p1,p2};
c5 = newreg; Circle(c5) = {p2,p1,p3}; c6 = newreg; Circle(c6) = {p3,p1,p5};
c7 = newreg; Circle(c7) = {p5,p1,p6}; c8 = newreg; Circle(c8) = {p6,p1,p2};
c9 = newreg; Circle(c9) = {p7,p1,p3}; c10 = newreg; Circle(c10) = {p3,p1,p4};
c11 = newreg; Circle(c11) = {p4,p1,p6}; c12 = newreg; Circle(c12) = {p6,p1,p7};
```

```
// We need non-plane surfaces to define the spherical holes. Here we use ruled
// surfaces, which can have 3 or 4 sides:
```

```
l1 = newreg; Curve Loop(l1) = {c5,c10,c4}; Surface(newreg) = {l1};
l2 = newreg; Curve Loop(l2) = {c9,-c5,c1}; Surface(newreg) = {l2};
l3 = newreg; Curve Loop(l3) = {c12,-c8,-c1}; Surface(newreg) = {l3};
l4 = newreg; Curve Loop(l4) = {c8,-c4,c11}; Surface(newreg) = {l4};
l5 = newreg; Curve Loop(l5) = {-c10,c6,c3}; Surface(newreg) = {l5};
l6 = newreg; Curve Loop(l6) = {-c11,-c3,c7}; Surface(newreg) = {l6};
l7 = newreg; Curve Loop(l7) = {-c2,-c7,-c12}; Surface(newreg) = {l7};
l8 = newreg; Curve Loop(l8) = {-c6,-c9,c2}; Surface(newreg) = {l8};
```

```
// We then store the surface loops identification numbers in a list for later
// reference (we will need these to define the final volume):
```

```
theloops[t] = newreg ;
```

```
Surface Loop(theloops[t]) = {l8+1,l5+1,l1+1,l2+1,l3+1,l7+1,l6+1,l4+1};
```

```
thehole = newreg ;
```

```
Volume(thehole) = theloops[t] ;
```

```

Return

// We can use a 'For' loop to generate five holes in the cube:

x = 0 ; y = 0.75 ; z = 0 ; r = 0.09 ;

For t In {1:5}

    x += 0.166 ;
    z += 0.166 ;

    // We call the 'CheeseHole' macro:

    Call CheeseHole ;

    // We define a physical volume for each hole:

    Physical Volume (t) = thehole ;

    // We also print some variables on the terminal (note that, since all
    // variables are treated internally as floating point numbers, the format
    // string should only contain valid floating point format specifiers like
    // '%g', '%f', '%e', etc.):

    Printf("Hole %g (center = {%g,%g,%g}, radius = %g) has number %g!",
           t, x, y, z, r, thehole) ;

EndFor

// We can then define the surface loop for the exterior surface of the cube:

theloops[0] = newreg ;

Surface Loop(theloops[0]) = {35,31,29,37,33,23,39,25,27} ;

// The volume of the cube, without the 5 holes, is now defined by 6 surface
// loops: the first surface loop defines the exterior surface; the surface loops
// other than the first one define holes. (Again, to reference an array of
// variables, its identifier is followed by square brackets):

Volume(186) = {theloops[]} ;

// We finally define a physical volume for the elements discretizing the cube,
// without the holes (whose elements were already tagged with numbers 1 to 5 in
// the 'For' loop):

```

```
Physical Volume (10) = 186 ;

// We could make only part of the model visible to only mesh this subset:
//
// Hide {:}
// Recursive Show { Volume{129}; }
// Mesh.MeshOnlyVisible=1;
```

## A.6 t6.geo

```

/*****
 *
 * Gmsh tutorial 6
 *
 * Transfinite meshes
 *
 *****/

// Let's use the geometry from the first tutorial as a basis for this one
Include "t1.geo";

// Delete the left line and replace it with 3 new ones
Delete{ Surface{1}; Curve{4}; }

p1 = newp; Point(p1) = {-0.05, 0.05, 0, 1c};
p2 = newp; Point(p2) = {-0.05, 0.1, 0, 1c};

l1 = newl; Line(l1) = {1, p1};
l2 = newl; Line(l2) = {p1, p2};
l3 = newl; Line(l3) = {p2, 4};

// Create surface
Curve Loop(2) = {2, -1, l1, l2, l3, -3};
Plane Surface(1) = {-2};

// Put 20 points with a refinement toward the extremities on curve 2
Transfinite Curve{2} = 20 Using Bump 0.05;

// Put 20 points total on combination of curves 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.Background = White; General.Color.Foreground = Black;
General.Color.Text = Black;
General.Orthographic = 0;
General.Axes = 0; General.SmallAxes = 0;

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

v0 = PostProcessing.NbViews-4;
v1 = v0+1; v2 = v0+2; v3 = v0+3;

View[v0].IntervalsType = 2;
View[v0].OffsetZ = 0.05;
View[v0].RaiseZ = 0;
```

```

View[v0].Light = 1;
View[v0].ShowScale = 0;
View[v0].SmoothNormals = 1;

View[v1].IntervalsType = 1;
View[v1].ColorTable = { Green, Blue };
View[v1].NbIso = 10;
View[v1].ShowScale = 0;

View[v2].Name = "Test...";
View[v2].Axes = 1;
View[v2].Color.Axes = Black;
View[v2].IntervalsType = 2;
View[v2].Type = 2;
View[v2].IntervalsType = 2;
View[v2].AutoPosition = 0;
View[v2].PositionX = 85;
View[v2].PositionY = 50;
View[v2].Width = 200;
View[v2].Height = 130;

View[v3].Visible = 0;

// We then loop from 1 to 3 with a step of 1. (To use a different step, just add
// a third argument in the list. For example, 'For num In {0.5:1.5:0.1}' would
// increment num from 0.5 to 1.5 with a step of 0.1.)

t = 0;

For num In {1:3}

  View[v0].TimeStep = t;
  View[v1].TimeStep = t;
  View[v2].TimeStep = t;
  View[v3].TimeStep = t;

  t = (View[v0].TimeStep < View[v0].NbTimeStep-1) ? t+1 : 0;

  View[v0].RaiseZ += 0.01/View[v0].Max * t;

  If (num == 3)
    // We want to create 640x480 frames when num == 3:
    General.GraphicsWidth = General.MenuWidth + 640;
    General.GraphicsHeight = 480;
  EndIf

frames = 50;

```



```

// It is possible to nest loops:
For num2 In {1:frames}

    General.RotationX += 10;
    General.RotationY = General.RotationX / 3;
    General.RotationZ += 0.1;

    Sleep 0.01; // sleep for 0.01 second
    Draw; // draw the scene (one could use DrawForceChanged instead to force the
        // reconstruction of the vertex arrays, e.g. if changing element
        // clipping)

    If (num == 3)
        // The 'Print' command saves the graphical window; the 'Sprintf' function
        // permits to create the file names on the fly:
        //Print Sprintf("t8-%02g.gif", num2);
        //Print Sprintf("t8-%02g.ppm", num2);
        //Print Sprintf("t8-%02g.jpg", num2);
    EndIf

EndFor

If(num == 3)
    // Here we could make a system call to generate a movie. For example,

    // with whirlgif:
    /*
    System "whirlgif -minimize -loop -o t8.gif t8-*.gif";
    */

    // with mpeg_encode (create parameter file first, then run encoder):
    /*
    Printf("PATTERN I") > "t8.par";
    Printf("BASE_FILE_FORMAT PPM") >> "t8.par";
    Printf("GOP_SIZE 1") >> "t8.par";
    Printf("SLICES_PER_FRAME 1") >> "t8.par";
    Printf("PIXEL HALF") >> "t8.par";
    Printf("RANGE 10") >> "t8.par";
    Printf("PSEARCH_ALG EXHAUSTIVE") >> "t8.par";
    Printf("BSEARCH_ALG CROSS2") >> "t8.par";
    Printf("IQSCALE 1") >> "t8.par";
    Printf("PQSCALE 1") >> "t8.par";
    Printf("BQSCALE 25") >> "t8.par";
    Printf("REFERENCE_FRAME DECODED") >> "t8.par";
    Printf("OUTPUT t8.mpg") >> "t8.par";
    Printf("INPUT_CONVERT *") >> "t8.par";
    */

```

```

Printf("INPUT_DIR .") >> "t8.par";
Printf("INPUT") >> "t8.par";
tmp = Sprintf("t8-*.ppm [01-%02g]", frames);
Printf(tmp) >> "t8.par";
Printf("END_INPUT") >> "t8.par";
System "mpeg_encode t8.par";
*/

// with mencoder:
/*
System "mencoder 'mf://*.jpg' -mf fps=5 -o t8.mpg -ovc lavc
      -lavcopts vcodec=mpeg1video:vhq";
System "mencoder 'mf://*.jpg' -mf fps=5 -o t8.mpg -ovc lavc
      -lavcopts vcodec=mpeg4:vhq";
*/

// with ffmpeg:
/*
System "ffmpeg -hq -r 5 -b 800 -vcodec mpeg1video
      -i t8-%02d.jpg t8.mpg"
System "ffmpeg -hq -r 5 -b 800 -i t8-%02d.jpg t8.asf"
*/
EndIf

EndFor

A.9 t9.geo

/*****
*
* Gmsh tutorial 9
*
* Post-processing plugins (levelsets, sections, annotations)
*
*****/

// Plugins can be added to Gmsh in order to extend its capabilities. For
// example, post-processing plugins can modify a view, or create a new view
// based on previously loaded views. Several default plugins are statically
// linked with Gmsh, e.g. Isosurface, CutPlane, CutSphere, Skin, Transform or
// Smooth. Plugins can be controlled in the same way as other options: either
// from the graphical interface (right click on the view button, then
// 'Plugins'), or from the command file.

// Let us for example include a three-dimensional scalar view:

Include "view3.pos" ;

```

```
// We then set some options for the 'Isosurface' plugin (which extracts an
// isosurface from a 3D scalar view), and run it:

Plugin(Isosurface).Value = 0.67 ; // iso-value level
Plugin(Isosurface).View = 0 ; // source view is View[0]
Plugin(Isosurface).Run ; // run the plugin!

// We also set some options for the 'CutPlane' plugin (which computes a section
// of a 3D view using the plane  $A*x+B*y+C*z+D=0$ ), and then run it:

Plugin(CutPlane).A = 0 ;
Plugin(CutPlane).B = 0.2 ;
Plugin(CutPlane).C = 1 ;
Plugin(CutPlane).D = 0 ;
Plugin(CutPlane).View = 0 ;
Plugin(CutPlane).Run ;

// Add a title (By convention, for window coordinates a value greater than 99999
// represents the center. We could also use 'General.GraphicsWidth / 2', but
// that would only center the string for the current window size.):

Plugin(Annotate).Text = "A nice title" ;
Plugin(Annotate).X = 1.e5;
Plugin(Annotate).Y = 50 ;
Plugin(Annotate).Font = "Times-BoldItalic" ;
Plugin(Annotate).FontSize = 28 ;
Plugin(Annotate).Align = "Center" ;
Plugin(Annotate).View = 0 ;
Plugin(Annotate).Run ;

Plugin(Annotate).Text = "(and a small subtitle)" ;
Plugin(Annotate).Y = 70 ;
Plugin(Annotate).Font = "Times-Roman" ;
Plugin(Annotate).FontSize = 12 ;
Plugin(Annotate).Run ;

// We finish by setting some options:

View[0].Light = 1;
View[0].IntervalsType = 1;
View[0].NbIso = 6;
View[0].SmoothNormals = 1;
View[1].IntervalsType = 2;
View[2].IntervalsType = 2;
```

## A.10 t10.geo

```

/*****
*
* Gmsh tutorial 10
*
* General mesh size fields
*
*****/

// In addition to specifying target mesh sizes at the points of the
// geometry (see t1) or using a background mesh (see t7), you can use
// general mesh size "Fields".

// Let's create a simple rectangular geometry
lc = .15;
Point(1) = {0.0,0.0,0,lc}; Point(2) = {1,0.0,0,lc};
Point(3) = {1,1,0,lc}; Point(4) = {0,1,0,lc};
Point(5) = {0.2,.5,0,lc};

Line(1) = {1,2}; Line(2) = {2,3}; Line(3) = {3,4}; Line(4) = {4,1};

Curve Loop(5) = {1,2,3,4}; Plane Surface(6) = {5};

// Say we would like to obtain mesh elements with size lc/30 near curve 2 and
// point 5, and size lc elsewhere. To achieve this, we can use two fields:
// "Distance", and "Threshold". We first define 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 - /-----
//
//
//
// LcMin -o-----/
//      |           |           |
//      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] = MathEval;
Field[3].F = "Cos(4*3.14*x) * Sin(4*3.14*y) / 10 + 0.101";

// We could also combine MathEval with values coming from other fields. For
// example, let's define 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 Attractor Field[4], i.e., depending on the distance to
// point 1 (here using a cubic law, with minimum element size = lc / 100)
Field[5] = MathEval;
Field[5].F = Sprintf("F4^3 + %g", lc / 100);

// We could also use a Box field to impose a step change in element sizes inside
// a box
Field[6] = Box;
Field[6].VIn = lc / 15;
Field[6].VOut = lc;
Field[6].XMin = 0.3;
Field[6].XMax = 0.6;
Field[6].YMin = 0.3;
Field[6].YMax = 0.6;

// Many other types of fields are available: see the reference manual for a
// complete list. You can also create fields directly in the graphical user
// interface by selecting Define->Fields in the Mesh module.

// Finally, let's use the minimum of all the fields as the background mesh field
Field[7] = Min;
Field[7].FieldsList = {2, 3, 5, 6};
Background Field = 7;

// If the boundary mesh size was too small, we could ask not to extend the
// elements sizes from the boundary inside the domain:
// Mesh.CharacteristicLengthExtendFromBoundary = 0;

```

## A.11 t11.geo

```

/*****

```

```

*
* Gmsh tutorial 11
*
* Unstructured quadrangular meshes
*
*****/

// We have seen in tutorials t3 and t6 that extruded and transfinite meshes can
// be "recombined" into quads/prisms/hexahedra by using the "Recombine"
// keyword. Unstructured meshes can be recombined in the same way. Let's define
// a simple geometry with an analytical mesh size field:

Point(1) = {-1.25, -.5, 0}; Point(2) = {1.25, -.5, 0};
Point(3) = {1.25, 1.25, 0}; Point(4) = {-1.25, 1.25, 0};

Line(1) = {1, 2}; Line(2) = {2, 3};
Line(3) = {3, 4}; Line(4) = {4, 1};

Curve Loop(4) = {1, 2, 3, 4}; Plane Surface(100) = {4};

Field[1] = MathEval;
Field[1].F = "0.01*(1.0+30.*(y-x*x)*(y-x*x) + (1-x)*(1-x))";
Background Field = 1;

// To generate quadrangles instead of triangles, we can simply add
Recombine Surface{100};

// If we'd had several surfaces, we could have used 'Recombine Surface {:};'.
// Yet another way would be to specify the global option "Mesh.RecombineAll =
// 1;".

// The default recombination algorithm is called "Blossom": it uses a minimum
// cost perfect matching algorithm to generate fully quadrilateral meshes from
// triangulations. More details about the algorithm can be found in the
// following paper: J.-F. Remacle, J. Lambrechts, B. Seny, E. Marchandise,
// A. Johnen and C. Geuzaine, "Blossom-Quad: a non-uniform quadrilateral mesh
// generator using a minimum cost perfect matching algorithm", International
// Journal for Numerical Methods in Engineering, 2011 (in press).

// 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(l) = {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, 1c};
Point(p+3) = {0.04, 0.12, 0.05, 1c};
Point(p+4) = {0.04, 0.18, 0.05, 1c};
Point(p+5) = {0.02, 0.18, 0.05, 1c};
Line(l+1) = {p+2, p+3};
Line(l+2) = {p+3, p+4};
Line(l+3) = {p+4, p+5};
Line(l+4) = {p+5, p+2};
ll = newll;
Curve Loop(ll) = {l+1:l+4};
s = news;
Plane Surface(s) = {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};
EndFor
v() = BooleanFragments{ Volume{3}; Delete; }{ Volume{3+1:3+5}; Delete; };

```

```
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 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 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: "4.0.7-git-274426afc"  
Saved in: -

**General.WatchFilePattern**

Pattern of files to merge as they become available  
Default value: ""  
Saved in: -

**General.AlphaBlending**

Enable alpha blending (transparency) in post-processing views  
Default value: 1  
Saved in: General.OptionsFileName

**General.Antialiasing**

Use multisample antialiasing (will slow down rendering)  
Default value: 0  
Saved in: General.OptionsFileName

**General.ArrowHeadRadius**

Relative radius of arrow head  
Default value: 0.12  
Saved in: General.OptionsFileName



**General.ArrowStemLength**

Relative length of arrow stem

Default value: 0.56

Saved in: `General.OptionsFileName`**General.ArrowStemRadius**

Relative radius of arrow stem

Default value: 0.02

Saved in: `General.OptionsFileName`**General.Axes**

Axes (0: none, 1: simple axes, 2: box, 3: full grid, 4: open grid, 5: ruler)

Default value: 0

Saved in: `General.OptionsFileName`**General.AxesMikado**

Mikado axes style

Default value: 0

Saved in: `General.OptionsFileName`**General.AxesAutoPosition**

Position the axes automatically

Default value: 1

Saved in: `General.OptionsFileName`**General.AxesForceValue**

Force values on axes (otherwise use natural coordinates)

Default value: 0

Saved in: `General.OptionsFileName`**General.AxesMaxX**

Maximum X-axis coordinate

Default value: 1

Saved in: `General.OptionsFileName`**General.AxesMaxY**

Maximum Y-axis coordinate

Default value: 1

Saved in: `General.OptionsFileName`**General.AxesMaxZ**

Maximum Z-axis coordinate

Default value: 1

Saved in: `General.OptionsFileName`**General.AxesMinX**

Minimum X-axis coordinate

Default value: 0

Saved in: `General.OptionsFileName`

`General.AxesMinY`  
Minimum Y-axis coordinate  
Default value: 0  
Saved in: `General.OptionsFileName`

`General.AxesMinZ`  
Minimum Z-axis coordinate  
Default value: 0  
Saved in: `General.OptionsFileName`

`General.AxesTicsX`  
Number of tics on the X-axis  
Default value: 5  
Saved in: `General.OptionsFileName`

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

`General.AxesTicsZ`  
Number of tics on the Z-axis  
Default value: 5  
Saved in: `General.OptionsFileName`

`General.AxesValueMaxX`  
Maximum X-axis forced value  
Default value: 1  
Saved in: `General.OptionsFileName`

`General.AxesValueMaxY`  
Maximum Y-axis forced value  
Default value: 1  
Saved in: `General.OptionsFileName`

`General.AxesValueMaxZ`  
Maximum Z-axis forced value  
Default value: 1  
Saved in: `General.OptionsFileName`

`General.AxesValueMinX`  
Minimum X-axis forced value  
Default value: 0  
Saved in: `General.OptionsFileName`

`General.AxesValueMinY`  
Minimum Y-axis forced value  
Default value: 0  
Saved in: `General.OptionsFileName`

**General.AxesValueMinZ**

Minimum Z-axis forced value

Default value: 0

Saved in: `General.OptionsFileName`

**General.BackgroundGradient**

Draw background gradient (0: none, 1: vertical, 2: horizontal, 3: radial)

Default value: 1

Saved in: `General.OptionsFileName`

**General.BackgroundImage3D**

Create background image in the 3D model (units = model units) or as 2D background (units = pixels)

Default value: 0

Saved in: `General.OptionsFileName`

**General.BackgroundImagePage**

Page to render in the background image (for multi-page PDFs)

Default value: 0

Saved in: `General.OptionsFileName`

**General.BackgroundImagePositionX**

X position of background image (for 2D background: < 0: measure from right window edge; >= 1e5: centered)

Default value: 0

Saved in: `General.OptionsFileName`

**General.BackgroundImagePositionY**

Y position of background image (for 2D background: < 0: measure from bottom window edge; >= 1e5: centered)

Default value: 0

Saved in: `General.OptionsFileName`

**General.BackgroundImageWidth**

Width of background image (0: actual width if height = 0, natural scaling if not; -1: graphic window width)

Default value: -1

Saved in: `General.OptionsFileName`

**General.BackgroundImageHeight**

Height of background image (0: actual height if width = 0, natural scaling if not; -1: graphic window height)

Default value: -1

Saved in: `General.OptionsFileName`

**General.BoundingBoxSize**

Overall bounding box size (read-only)

Default value: 1

Saved in: `General.OptionsFileName`

**General.Camera**

Enable camera view mode  
Default value: 0  
Saved in: `General.OptionsFileName`

**General.CameraAperture**

Camera aperture in degrees  
Default value: 40  
Saved in: `General.OptionsFileName`

**General.CameraEyeSeparationRatio**

Eye separation ratio in % for stereo rendering  
Default value: 1.5  
Saved in: `General.OptionsFileName`

**General.CameraFocalLengthRatio**

Camera Focal length ratio  
Default value: 1  
Saved in: `General.OptionsFileName`

**General.Clip0A**

First coefficient in equation for clipping plane 0 ('A' in ' $AX+BY+CZ+D=0$ ')  
Default value: 1  
Saved in: -

**General.Clip0B**

Second coefficient in equation for clipping plane 0 ('B' in ' $AX+BY+CZ+D=0$ ')  
Default value: 0  
Saved in: -

**General.Clip0C**

Third coefficient in equation for clipping plane 0 ('C' in ' $AX+BY+CZ+D=0$ ')  
Default value: 0  
Saved in: -

**General.Clip0D**

Fourth coefficient in equation for clipping plane 0 ('D' in ' $AX+BY+CZ+D=0$ ')  
Default value: 0  
Saved in: -

**General.Clip1A**

First coefficient in equation for clipping plane 1  
Default value: 0  
Saved in: -

**General.Clip1B**

Second coefficient in equation for clipping plane 1  
Default value: 1  
Saved in: -

**General.Clip1C**

Third coefficient in equation for clipping plane 1

Default value: 0

Saved in: -

**General.Clip1D**

Fourth coefficient in equation for clipping plane 1

Default value: 0

Saved in: -

**General.Clip2A**

First coefficient in equation for clipping plane 2

Default value: 0

Saved in: -

**General.Clip2B**

Second coefficient in equation for clipping plane 2

Default value: 0

Saved in: -

**General.Clip2C**

Third coefficient in equation for clipping plane 2

Default value: 1

Saved in: -

**General.Clip2D**

Fourth coefficient in equation for clipping plane 2

Default value: 0

Saved in: -

**General.Clip3A**

First coefficient in equation for clipping plane 3

Default value: -1

Saved in: -

**General.Clip3B**

Second coefficient in equation for clipping plane 3

Default value: 0

Saved in: -

**General.Clip3C**

Third coefficient in equation for clipping plane 3

Default value: 0

Saved in: -

**General.Clip3D**

Fourth coefficient in equation for clipping plane 3

Default value: 1

Saved in: -

**General.Clip4A**

First coefficient in equation for clipping plane 4

Default value: 0

Saved in: -

**General.Clip4B**

Second coefficient in equation for clipping plane 4

Default value: -1

Saved in: -

**General.Clip4C**

Third coefficient in equation for clipping plane 4

Default value: 0

Saved in: -

**General.Clip4D**

Fourth coefficient in equation for clipping plane 4

Default value: 1

Saved in: -

**General.Clip5A**

First coefficient in equation for clipping plane 5

Default value: 0

Saved in: -

**General.Clip5B**

Second coefficient in equation for clipping plane 5

Default value: 0

Saved in: -

**General.Clip5C**

Third coefficient in equation for clipping plane 5

Default value: -1

Saved in: -

**General.Clip5D**

Fourth coefficient in equation for clipping plane 5

Default value: 1

Saved in: -

**General.ClipFactor**

Near and far clipping plane distance factor (decrease value for better z-buffer resolution)

Default value: 5

Saved in: -

**General.ClipOnlyDrawIntersectingVolume**

Only draw layer of elements that intersect the clipping plane

Default value: 0

Saved in: **General.OptionsFileName**

- General.ClipOnlyVolume**  
Only clip volume elements  
Default value: 0  
Saved in: `General.OptionsFileName`
- General.ClipPositionX**  
Horizontal position (in pixels) of the upper left corner of the clipping planes window  
Default value: 650  
Saved in: `General.SessionFileName`
- General.ClipPositionY**  
Vertical position (in pixels) of the upper left corner of the clipping planes window  
Default value: 150  
Saved in: `General.SessionFileName`
- General.ClipWholeElements**  
Clip whole elements  
Default value: 0  
Saved in: `General.OptionsFileName`
- General.ColorScheme**  
Default color scheme for graphics (0: light, 1: default, 2: grayscale, 3: dark)  
Default value: 1  
Saved in: `General.SessionFileName`
- General.ConfirmOverwrite**  
Ask confirmation before overwriting files?  
Default value: 1  
Saved in: `General.OptionsFileName`
- General.ContextPositionX**  
Horizontal position (in pixels) of the upper left corner of the contextual windows  
Default value: 650  
Saved in: `General.SessionFileName`
- General.ContextPositionY**  
Vertical position (in pixels) of the upper left corner of the contextual windows  
Default value: 150  
Saved in: `General.SessionFileName`
- General.DetachedMenu**  
Should the menu window be detached from the graphic window?  
Default value: 0  
Saved in: `General.SessionFileName`
- General.DisplayBorderFactor**  
Border factor for model display (0: model fits window size exactly)  
Default value: 0.2  
Saved in: `General.OptionsFileName`

**General.DoubleBuffer**

Use a double buffered graphic window (on Unix, should be set to 0 when working on a remote host without GLX)

Default value: 1

Saved in: `General.OptionsFileName`

**General.DrawBoundingBoxes**

Draw bounding boxes

Default value: 0

Saved in: `General.OptionsFileName`

**General.ExpertMode**

Enable expert mode (to disable all the messages meant for inexperienced users)

Default value: 0

Saved in: `General.OptionsFileName`

**General.ExtraPositionX**

Horizontal position (in pixels) of the upper left corner of the generic extra window

Default value: 650

Saved in: `General.SessionFileName`

**General.ExtraPositionY**

Vertical position (in pixels) of the upper left corner of the generic extra window

Default value: 350

Saved in: `General.SessionFileName`

**General.ExtraHeight**

Height (in pixels) of the generic extra window

Default value: 100

Saved in: `General.SessionFileName`

**General.ExtraWidth**

Width (in pixels) of the generic extra window

Default value: 100

Saved in: `General.SessionFileName`

**General.FastRedraw**

Draw simplified model while rotating, panning and zooming

Default value: 0

Saved in: `General.OptionsFileName`

**General.FieldPositionX**

Horizontal position (in pixels) of the upper left corner of the field window

Default value: 650

Saved in: `General.SessionFileName`

**General.FieldPositionY**

Vertical position (in pixels) of the upper left corner of the field window

Default value: 550

Saved in: `General.SessionFileName`



**General.FieldHeight**

Height (in pixels) of the field window  
Default value: 320  
Saved in: `General.SessionFileName`

**General.FieldWidth**

Width (in pixels) of the field window  
Default value: 420  
Saved in: `General.SessionFileName`

**General.FileChooserPositionX**

Horizontal position (in pixels) of the upper left corner of the file chooser windows  
Default value: 200  
Saved in: `General.SessionFileName`

**General.FileChooserPositionY**

Vertical position (in pixels) of the upper left corner of the file chooser windows  
Default value: 200  
Saved in: `General.SessionFileName`

**General.FltkColorScheme**

FLTK user interface color theme (0: standard, 1:dark)  
Default value: 0  
Saved in: `General.SessionFileName`

**General.FontSize**

Size of the font in the user interface, in pixels (-1: automatic)  
Default value: -1  
Saved in: `General.OptionsFileName`

**General.GraphicsFontSize**

Size of the font in the graphic window, in pixels  
Default value: 15  
Saved in: `General.OptionsFileName`

**General.GraphicsFontSizeTitle**

Size of the font in the graphic window for titles, in pixels  
Default value: 18  
Saved in: `General.OptionsFileName`

**General.GraphicsHeight**

Height (in pixels) of the graphic window  
Default value: 600  
Saved in: `General.SessionFileName`

**General.GraphicsPositionX**

Horizontal position (in pixels) of the upper left corner of the graphic window  
Default value: 50  
Saved in: `General.SessionFileName`

**General.GraphicsPositionY**  
Vertical position (in pixels) of the upper left corner of the graphic window  
Default value: 50  
Saved in: **General.SessionFileName**

**General.GraphicsWidth**  
Width (in pixels) of the graphic window  
Default value: 800  
Saved in: **General.SessionFileName**

**General.HighOrderToolsPositionX**  
Horizontal position (in pixels) of the upper left corner of the high order tools window  
Default value: 650  
Saved in: **General.SessionFileName**

**General.HighOrderToolsPositionY**  
Vertical position (in pixels) of the upper left corner of the high order tools window  
Default value: 150  
Saved in: **General.SessionFileName**

**General.HighResolutionGraphics**  
Use high-resolution OpenGL graphics (e.g. for Macs with retina displays)  
Default value: 1  
Saved in: **General.OptionsFileName**

**General.HighResolutionPointSizeFactor**  
Point size factor when using high-resolution OpenGL graphics  
Default value: 2  
Saved in: **General.OptionsFileName**

**General.InitialModule**  
Module launched on startup (0: automatic, 1: geometry, 2: mesh, 3: solver, 4: post-processing)  
Default value: 0  
Saved in: **General.OptionsFileName**

**General.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`

**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

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.ShowOptionsOnStartup**

Show option window on startup

Default value: 0

Saved in: `General.OptionsFileName`

**General.ShowMessagesOnStartup**

Show message window on startup

Default value: 0

Saved in: `General.OptionsFileName`

**General.SmallAxes**

Display the small axes

Default value: 1

Saved in: `General.OptionsFileName`

**General.SmallAxesPositionX**

X position (in pixels) of small axes (< 0: measure from right window edge; >= 1e5: centered)

Default value: -60

Saved in: `General.OptionsFileName`

**General.SmallAxesPositionY**

Y position (in pixels) of small axes (< 0: measure from bottom window edge;  
>= 1e5: centered)

Default value: -40

Saved in: `General.OptionsFileName`

**General.SmallAxesSize**

Size (in pixels) of small axes

Default value: 30

Saved in: `General.OptionsFileName`

**General.StatisticsPositionX**

Horizontal position (in pixels) of the upper left corner of the statistic window

Default value: 650

Saved in: `General.SessionFileName`

**General.StatisticsPositionY**

Vertical position (in pixels) of the upper left corner of the statistic window

Default value: 150

Saved in: `General.SessionFileName`

**General.Stereo**

Use stereo rendering

Default value: 0

Saved in: `General.OptionsFileName`

**General.SystemMenuBar**

Use the system menu bar on Mac OS X?

Default value: 1

Saved in: `General.SessionFileName`

**General.Terminal**

Should information be printed on the terminal (if available)?

Default value: 0

Saved in: `General.OptionsFileName`

**General.Tooltips**

Show tooltips in the user interface

Default value: 1

Saved in: `General.OptionsFileName`

**General.Trackball**

Use trackball rotation mode

Default value: 1

Saved in: `General.OptionsFileName`

**General.TrackballHyperbolicSheet**

Use hyperbolic sheet away from trackball center for z-rotations

Default value: 1

Saved in: `General.OptionsFileName`

**General.TrackballQuaternion0**

First trackball quaternion component (used if General.Trackball=1)

Default value: 0

Saved in: -

**General.TrackballQuaternion1**

Second trackball quaternion component (used if General.Trackball=1)

Default value: 0

Saved in: -

**General.TrackballQuaternion2**

Third trackball quaternion component (used if General.Trackball=1)

Default value: 0

Saved in: -

**General.TrackballQuaternion3**

Fourth trackball quaternion component (used if General.Trackball=1)

Default value: 1

Saved in: -

**General.TranslationX**

X-axis translation (in model units)

Default value: 0

Saved in: -

**General.TranslationY**

Y-axis translation (in model units)

Default value: 0

Saved in: -

**General.TranslationZ**

Z-axis translation (in model units)

Default value: 0

Saved in: -

**General.VectorType**

Default vector display type (for normals, etc.)

Default value: 4

Saved in: **General.OptionsFileName**

**General.Verbosity**

Level of information printed during processing (0: no information)

Default value: 5

Saved in: **General.OptionsFileName**

**General.VisibilityPositionX**

Horizontal position (in pixels) of the upper left corner of the visibility window

Default value: 650

Saved in: **General.SessionFileName**

**General.VisibilityPositionY**

Vertical position (in pixels) of the upper left corner of the visibility window

Default value: 150

Saved in: `General.SessionFileName`

**General.ZoomFactor**

Middle mouse button zoom acceleration factor

Default value: 4

Saved in: `General.OptionsFileName`

**General.Color.Background**

Background color

Default value: {255,255,255}

Saved in: `General.OptionsFileName`

**General.Color.BackgroundGradient**

Background gradient color

Default value: {208,215,255}

Saved in: `General.OptionsFileName`

**General.Color.Foreground**

Foreground color

Default value: {85,85,85}

Saved in: `General.OptionsFileName`

**General.Color.Text**

Text color

Default value: {0,0,0}

Saved in: `General.OptionsFileName`

**General.Color.Axes**

Axes color

Default value: {0,0,0}

Saved in: `General.OptionsFileName`

**General.Color.SmallAxes**

Small axes color

Default value: {0,0,0}

Saved in: `General.OptionsFileName`

**General.Color.AmbientLight**

Ambient light color

Default value: {25,25,25}

Saved in: `General.OptionsFileName`

**General.Color.DiffuseLight**

Diffuse light color

Default value: {255,255,255}

Saved in: `General.OptionsFileName`

**General.Color.SpecularLight**  
Specular light color  
Default value: {255,255,255}  
Saved in: `General.OptionsFileName`

**Print.ParameterCommand**  
Command parsed when the print parameter is changed  
Default value: `"Mesh.Clip=1; View.Clip=1; General.ClipWholeElements=1; General.Clip0D=Print.Parameter; SetChanged;"`  
Saved in: `General.OptionsFileName`

**Print.Parameter**  
Current value of the print parameter  
Default value: 0  
Saved in: `General.OptionsFileName`

**Print.ParameterFirst**  
First value of print parameter in loop  
Default value: -1  
Saved in: `General.OptionsFileName`

**Print.ParameterLast**  
Last value of print parameter in loop  
Default value: 1  
Saved in: `General.OptionsFileName`

**Print.ParameterSteps**  
Number of steps in loop over print parameter  
Default value: 10  
Saved in: `General.OptionsFileName`

**Print.Background**  
Print background (gradient and image)?  
Default value: 0  
Saved in: `General.OptionsFileName`

**Print.CompositeWindows**  
Composite all window tiles in the same output image (for bitmap output only)  
Default value: 0  
Saved in: `General.OptionsFileName`

**Print.PgfTwoDim**  
Output PGF format for two dimensions. Mostly irrelevant if 'PgfExportAxis=0'. Default '1' (yes).  
Default value: 1  
Saved in: `General.OptionsFileName`

**Print.PgfExportAxis**  
Include axis in export pgf code (not in the png). Default '0' (no).  
Default value: 0  
Saved in: `General.OptionsFileName`

**Print.PgfHorizontalBar**

Use a horizontal color bar in the pgf output. Default '0' (no).

Default value: 0

Saved in: `General.OptionsFileName`

**Print.DeleteTemporaryFiles**

Delete temporary files used during printing

Default value: 1

Saved in: `General.OptionsFileName`

**Print.EpsBestRoot**

Try to minimize primitive splitting in BSP tree sorted PostScript/PDF output

Default value: 1

Saved in: `General.OptionsFileName`

**Print.EpsCompress**

Compress PostScript/PDF output using zlib

Default value: 0

Saved in: `General.OptionsFileName`

**Print.EpsLineWidthFactor**

Width factor for lines in PostScript/PDF output

Default value: 1

Saved in: `General.OptionsFileName`

**Print.EpsOcclusionCulling**

Cull occluded primitives (to reduce PostScript/PDF file size)

Default value: 1

Saved in: `General.OptionsFileName`

**Print.EpsPointSizeFactor**

Size factor for points in PostScript/PDF output

Default value: 1

Saved in: `General.OptionsFileName`

**Print.EpsPS3Shading**

Enable PostScript Level 3 shading

Default value: 0

Saved in: `General.OptionsFileName`

**Print.EpsQuality**

PostScript/PDF quality (0: bitmap, 1: vector (simple sort), 2: vector (accurate sort), 3: vector (unsorted))

Default value: 1

Saved in: `General.OptionsFileName`

**Print.Format**

File format (10: automatic)

Default value: 10

Saved in: `General.OptionsFileName`

**Print.GeoLabels**

Save labels in unrolled Gmsh geometries

Default value: 1

Saved in: `General.OptionsFileName`

**Print.GeoOnlyPhysicals**

Only save entities that belong to physical groups

Default value: 0

Saved in: `General.OptionsFileName`

**Print.GifDither**

Apply dithering to GIF output

Default value: 0

Saved in: `General.OptionsFileName`

**Print.GifInterlace**

Interlace GIF output

Default value: 0

Saved in: `General.OptionsFileName`

**Print.GifSort**

Sort the colormap in GIF output

Default value: 1

Saved in: `General.OptionsFileName`

**Print.GifTransparent**

Output transparent GIF image

Default value: 0

Saved in: `General.OptionsFileName`

**Print.Height**

Height of printed image; use (possibly scaled) current height if  $< 0$

Default value: -1

Saved in: `General.OptionsFileName`

**Print.JpegQuality**

JPEG quality (between 1 and 100)

Default value: 100

Saved in: `General.OptionsFileName`

**Print.JpegSmoothing**

JPEG smoothing (between 0 and 100)

Default value: 0

Saved in: `General.OptionsFileName`

**Print.PostElementary**

Save elementary region tags in mesh statistics exported as post-processing views

Default value: 1

Saved in: `General.OptionsFileName`



**Print.PostElement**

Save element numbers in mesh statistics exported as post-processing views

Default value: 0

Saved in: `General.OptionsFileName`

**Print.PostGamma**

Save Gamma quality measure in mesh statistics exported as post-processing views

Default value: 0

Saved in: `General.OptionsFileName`

**Print.PostEta**

Save Eta quality measure in mesh statistics exported as post-processing views

Default value: 0

Saved in: `General.OptionsFileName`

**Print.PostSICN**

Save SICN (signed inverse condition number) quality measure in mesh statistics exported as post-processing views

Default value: 0

Saved in: `General.OptionsFileName`

**Print.PostSIGE**

Save SIGE (signed inverse gradient error) quality measure in mesh statistics exported as post-processing views

Default value: 0

Saved in: `General.OptionsFileName`

**Print.PostDisto**

Save Disto quality measure in mesh statistics exported as post-processing views

Default value: 0

Saved in: `General.OptionsFileName`

**Print.TexAsEquation**

Print all TeX strings as equations

Default value: 0

Saved in: `General.OptionsFileName`

**Print.Text**

Print text strings?

Default value: 1

Saved in: `General.OptionsFileName`

**Print.X3dCompatibility**

Produce highly compatible X3D output (no scale bar)

Default value: 0

Saved in: `General.OptionsFileName`

**Print.X3dPrecision**

Precision of X3D output

Default value: `1e-09`

Saved in: `General.OptionsFileName`

**Print.X3dRemoveInnerBorders**

Remove inner borders in X3D output

Default value: 0

Saved in: `General.OptionsFileName`

**Print.X3dTransparency**

Transparency for X3D output

Default value: 0

Saved in: `General.OptionsFileName`

**Print.Width**

Width of printed image; use (possibly scaled) current width if  $< 0$ )

Default value: -1

Saved in: `General.OptionsFileName`

## B.2 Geometry options list

**Geometry.DoubleClickedPointCommand**

Command parsed when double-clicking on a point

Default value: ""

Saved in: `General.OptionsFileName`

**Geometry.DoubleClickedLineCommand**

Command parsed when double-clicking on a line

Default value: ""

Saved in: `General.OptionsFileName`

**Geometry.DoubleClickedSurfaceCommand**

Command parsed when double-clicking on a surface

Default value: ""

Saved in: `General.OptionsFileName`

**Geometry.DoubleClickedVolumeCommand**

Command parsed when double-clicking on a volume

Default value: ""

Saved in: `General.OptionsFileName`

**Geometry.OCCTargetUnit**

Length unit to which coordinates from STEP and IGES files are converted to when imported by OpenCASCADE, e.g. 'M' for meters (leave empty to keep the unit defined in the STEP and IGES file)

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<sup>i</sup>, 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`

**GeometryNormals**

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**

**Geometry.PointSize**  
Display size of points (in pixels)  
Default value: 4  
Saved in: **General.OptionsFileName**

**Geometry.PointType**  
Display points as solid color dots (0) or 3D spheres (1)  
Default value: 0  
Saved in: **General.OptionsFileName**

**Geometry.ReparamOnFaceRobust**

Use projection for reparametrization of a point classified on GEdge on a GFace

Default value: 0

Saved in: `General.OptionsFileName`

**Geometry.ScalingFactor**

Global geometry scaling factor

Default value: 1

Saved in: `General.OptionsFileName`

**Geometry.OrientedPhysicals**

Use sign of elementary entity in physical definition as orientation indicator

Default value: 1

Saved in: `General.OptionsFileName`

**Geometry.SnapX**

Snapping grid spacing along the X-axis

Default value: 0.1

Saved in: `General.OptionsFileName`

**Geometry.SnapY**

Snapping grid spacing along the Y-axis

Default value: 0.1

Saved in: `General.OptionsFileName`

**Geometry.SnapZ**

Snapping grid spacing along the Z-axis

Default value: 0.1

Saved in: `General.OptionsFileName`

**Geometry.Surfaces**

Display geometry surfaces?

Default value: 0

Saved in: `General.OptionsFileName`

**Geometry.SurfaceNumbers**

Display surface numbers?

Default value: 0

Saved in: `General.OptionsFileName`

**Geometry.SurfaceType**

Surface display type (0: cross, 1: wireframe, 2: solid)

Default value: 0

Saved in: `General.OptionsFileName`

**Geometry.Tangents**

Display size of tangent vectors (in pixels)

Default value: 0

Saved in: `General.OptionsFileName`

**Geometry.Tolerance**

Geometrical tolerance  
Default value: 1e-08  
Saved in: `General.OptionsFileName`

**Geometry.ToleranceBoolean**

Geometrical tolerance for boolean operations  
Default value: 0  
Saved in: `General.OptionsFileName`

**Geometry.Transform**

Transform model display coordinates (0: no, 1: scale)  
Default value: 0  
Saved in: -

**Geometry.TransformXX**

Element (1,1) of the 3x3 model display transformation matrix  
Default value: 1  
Saved in: -

**Geometry.TransformXY**

Element (1,2) of the 3x3 model display transformation matrix  
Default value: 0  
Saved in: -

**Geometry.TransformXZ**

Element (1,3) of the 3x3 model display transformation matrix  
Default value: 0  
Saved in: -

**Geometry.TransformYX**

Element (2,1) of the 3x3 model display transformation matrix  
Default value: 0  
Saved in: -

**Geometry.TransformYY**

Element (2,2) of the 3x3 model display transformation matrix  
Default value: 1  
Saved in: -

**Geometry.TransformYZ**

Element (2,3) of the 3x3 model display transformation matrix  
Default value: 0  
Saved in: -

**Geometry.TransformZX**

Element (3,1) of the 3x3 model display transformation matrix  
Default value: 0  
Saved in: -



**Geometry.TransformZY**

Element (3,2) of the 3x3 model display transformation matrix

Default value: 0

Saved in: -

**Geometry.TransformZZ**

Element (3,3) of the 3x3 model display transformation matrix

Default value: 1

Saved in: -

**Geometry.Volumes**

Display geometry volumes? (not implemented yet)

Default value: 0

Saved in: `General.OptionsFileName`

**Geometry.VolumeNumbers**

Display volume numbers? (not implemented yet)

Default value: 0

Saved in: `General.OptionsFileName`

**Geometry.Color.Points**

Normal geometry point color

Default value: {90,90,90}

Saved in: `General.OptionsFileName`

**Geometry.Color.Lines**

Normal geometry curve color

Default value: {0,0,255}

Saved in: `General.OptionsFileName`

**Geometry.Color.Surfaces**

Normal geometry surface color

Default value: {128,128,128}

Saved in: `General.OptionsFileName`

**Geometry.Color.Volumes**

Normal geometry volume color

Default value: {255,255,0}

Saved in: `General.OptionsFileName`

**Geometry.Color.Selection**

Selected geometry color

Default value: {255,0,0}

Saved in: `General.OptionsFileName`

**Geometry.Color.HighlightZero**

Highlight 0 color

Default value: {255,0,0}

Saved in: `General.OptionsFileName`

`Geometry.Color.HighlightOne`  
Highlight 1 color  
Default value: {255,150,0}  
Saved in: `General.OptionsFileName`

`Geometry.Color.HighlightTwo`  
Highlight 2 color  
Default value: {255,255,0}  
Saved in: `General.OptionsFileName`

`Geometry.Color.Tangents`  
Tangent geometry vectors color  
Default value: {255,255,0}  
Saved in: `General.OptionsFileName`

`Geometry.ColorNormals`  
Normal geometry vectors color  
Default value: {255,0,0}  
Saved in: `General.OptionsFileName`

`Geometry.Color.Projection`  
Projection surface color  
Default value: {0,255,0}  
Saved in: `General.OptionsFileName`

### B.3 Mesh options list

`Mesh.Algorithm`  
2D mesh algorithm (1: MeshAdapt, 2: Automatic, 5: Delaunay, 6: Frontal, 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`

`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<sup>i</sup>, 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.Explode**  
Element shrinking factor (between 0 and 1)  
Default value: 1  
Saved in: `General.OptionsFileName`

**Mesh.FlexibleTransfinite**

Allow transfinite constraints to be modified for Blossom or by global mesh size factor

Default value: 0

Saved in: `General.OptionsFileName`

**Mesh.NewtonConvergenceTestXYZ**

Force inverse surface mapping algorithm (Newton-Raphson) to converge in real coordinates (experimental)

Default value: 0

Saved in: `General.OptionsFileName`

**Mesh.Format**

Mesh output format (1: msh, 2: unv, 10: auto, 16: vtk, 19: vrml, 21: mail, 26: pos stat, 27: stl, 28: p3d, 30: mesh, 31: bdf, 32: cgns, 33: med, 34: diff, 38: ir3, 39: inp, 40: ply2, 41: celum, 42: su2, 47: tochnog, 49: neu, 50: matlab)

Default value: 10

Saved in: `General.OptionsFileName`

**Mesh.Hexahedra**

Display mesh hexahedra?

Default value: 1

Saved in: `General.OptionsFileName`

**Mesh.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 default number of threads)

Default value: 0

Saved in: `General.OptionsFileName`

**Mesh.MaxNumThreads2D**

Maximum number of threads for 2D meshing (0: use default number of threads)

Default value: 0

Saved in: `General.OptionsFileName`

**Mesh.MaxNumThreads3D**

Maximum number of threads for 3D meshing (0: use default number of threads)

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 points used to mesh a circle

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`

**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`

**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: standard, 1: blossom)  
Default value: 1  
Saved in: `General.OptionsFileName`

`Mesh.RecombineAll`  
Apply recombination algorithm to all surfaces, ignoring per-surface spec  
Default value: 0  
Saved in: `General.OptionsFileName`

`Mesh.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.DoRecombinationTest**

Apply recombination algorithm for test

Default value: 0

Saved in: `General.OptionsFileName`

**Mesh.RecombinationTestHorizStart**

Depth start

Default value: 1

Saved in: `General.OptionsFileName`

**Mesh.RecombinationTestNoGreedyStrat**

No greedy (global) strategies

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 cross field

Default value: 0

Saved in: `General.OptionsFileName`

**Mesh.SmoothNormals**

Smooth the mesh normals?

Default value: 0

Saved in: `General.OptionsFileName`

**Mesh.SmoothRatio**

Ratio between mesh sizes at nodes of a same edge (used in BAMG)

Default value: 1.8

Saved in: `General.OptionsFileName`

**Mesh.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.ColorNormals**

Normal mesh vector color

Default value: {255,0,0}

Saved in: General.OptionsFileName

**Mesh.Color.Zero**

Color 0 in color carousel

Default value: {255,120,0}

Saved in: General.OptionsFileName

**Mesh.Color.One**

Color 1 in color carousel

Default value: {0,255,132}

Saved in: General.OptionsFileName

**Mesh.Color.Two**

Color 2 in color carousel

Default value: {255,160,0}

Saved in: General.OptionsFileName

**Mesh.Color.Three**  
Color 3 in color carousel  
Default value: {0,255,192}  
Saved in: `General.OptionsFileName`

**Mesh.Color.Four**  
Color 4 in color carousel  
Default value: {255,200,0}  
Saved in: `General.OptionsFileName`

**Mesh.Color.Five**  
Color 5 in color carousel  
Default value: {0,216,255}  
Saved in: `General.OptionsFileName`

**Mesh.Color.Six**  
Color 6 in color carousel  
Default value: {255,240,0}  
Saved in: `General.OptionsFileName`

**Mesh.Color.Seven**  
Color 7 in color carousel  
Default value: {0,176,255}  
Saved in: `General.OptionsFileName`

**Mesh.Color.Eight**  
Color 8 in color carousel  
Default value: {228,255,0}  
Saved in: `General.OptionsFileName`

**Mesh.Color.Nine**  
Color 9 in color carousel  
Default value: {0,116,255}  
Saved in: `General.OptionsFileName`

**Mesh.Color.Ten**  
Color 10 in color carousel  
Default value: {188,255,0}  
Saved in: `General.OptionsFileName`

**Mesh.Color.Eleven**  
Color 11 in color carousel  
Default value: {0,76,255}  
Saved in: `General.OptionsFileName`

**Mesh.Color.Twelve**  
Color 12 in color carousel  
Default value: {148,255,0}  
Saved in: `General.OptionsFileName`

**Mesh.Color.Thirteen**  
Color 13 in color carousel  
Default value: {24,0,255}  
Saved in: `General.OptionsFileName`

**Mesh.Color.Fourteen**  
Color 14 in color carousel  
Default value: {108,255,0}  
Saved in: `General.OptionsFileName`

**Mesh.Color.Fifteen**  
Color 15 in color carousel  
Default value: {84,0,255}  
Saved in: `General.OptionsFileName`

**Mesh.Color.Sixteen**  
Color 16 in color carousel  
Default value: {68,255,0}  
Saved in: `General.OptionsFileName`

**Mesh.Color.Seventeen**  
Color 17 in color carousel  
Default value: {104,0,255}  
Saved in: `General.OptionsFileName`

**Mesh.Color.Eighteen**  
Color 18 in color carousel  
Default value: {0,255,52}  
Saved in: `General.OptionsFileName`

**Mesh.Color.Nineteen**  
Color 19 in color carousel  
Default value: {184,0,255}  
Saved in: `General.OptionsFileName`

## B.4 Solver options list

**Solver.Executable0**  
System command to launch solver 0  
Default value: ""  
Saved in: `General.SessionFileName`

**Solver.Executable1**  
System command to launch solver 1  
Default value: ""  
Saved in: `General.SessionFileName`

**Solver.Executable2**  
System command to launch solver 2  
Default value: ""  
Saved in: `General.SessionFileName`

`Solver.Executable3`  
System command to launch solver 3  
Default value: ""  
Saved in: `General.SessionFileName`

`Solver.Executable4`  
System command to launch solver 4  
Default value: ""  
Saved in: `General.SessionFileName`

`Solver.Executable5`  
System command to launch solver 5  
Default value: ""  
Saved in: `General.SessionFileName`

`Solver.Executable6`  
System command to launch solver 6  
Default value: ""  
Saved in: `General.SessionFileName`

`Solver.Executable7`  
System command to launch solver 7  
Default value: ""  
Saved in: `General.SessionFileName`

`Solver.Executable8`  
System command to launch solver 8  
Default value: ""  
Saved in: `General.SessionFileName`

`Solver.Executable9`  
System command to launch solver 9  
Default value: ""  
Saved in: `General.SessionFileName`

`Solver.Name0`  
Name of solver 0  
Default value: "GetDP"  
Saved in: `General.SessionFileName`

`Solver.Name1`  
Name of solver 1  
Default value: ""  
Saved in: `General.SessionFileName`

`Solver.Name2`  
Name of solver 2  
Default value: ""  
Saved in: `General.SessionFileName`

`Solver.Name3`  
Name of solver 3  
Default value: ""  
Saved in: `General.SessionFileName`

`Solver.Name4`  
Name of solver 4  
Default value: ""  
Saved in: `General.SessionFileName`

`Solver.Name5`  
Name of solver 5  
Default value: ""  
Saved in: `General.SessionFileName`

`Solver.Name6`  
Name of solver 6  
Default value: ""  
Saved in: `General.SessionFileName`

`Solver.Name7`  
Name of solver 7  
Default value: ""  
Saved in: `General.SessionFileName`

`Solver.Name8`  
Name of solver 8  
Default value: ""  
Saved in: `General.SessionFileName`

`Solver.Name9`  
Name of solver 9  
Default value: ""  
Saved in: `General.SessionFileName`

`Solver.Extension0`  
File extension for solver 0  
Default value: ".pro"  
Saved in: `General.SessionFileName`

`Solver.Extension1`  
File extension for solver 1  
Default value: ""  
Saved in: `General.SessionFileName`

`Solver.Extension2`  
File extension for solver 2  
Default value: ""  
Saved in: `General.SessionFileName`

`Solver.Extension3`  
File extension for solver 3  
Default value: ""  
Saved in: `General.SessionFileName`

`Solver.Extension4`  
File extension for solver 4  
Default value: ""  
Saved in: `General.SessionFileName`

`Solver.Extension5`  
File extension for solver 5  
Default value: ""  
Saved in: `General.SessionFileName`

`Solver.Extension6`  
File extension for solver 6  
Default value: ""  
Saved in: `General.SessionFileName`

`Solver.Extension7`  
File extension for solver 7  
Default value: ""  
Saved in: `General.SessionFileName`

`Solver.Extension8`  
File extension for solver 8  
Default value: ""  
Saved in: `General.SessionFileName`

`Solver.Extension9`  
File extension for solver 9  
Default value: ""  
Saved in: `General.SessionFileName`

`Solver.OctaveInterpreter`  
Name of the Octave interpreter (used to run .m files)  
Default value: "octave"  
Saved in: `General.SessionFileName`

`Solver.PythonInterpreter`  
Name of the Python interpreter (used to run .py files if they are not executable)  
Default value: "python"  
Saved in: `General.SessionFileName`

`Solver.RemoteLogin0`  
Command to login to a remote host to launch solver 0  
Default value: ""  
Saved in: `General.SessionFileName`

**Solver.RemoteLogin1**

Command to login to a remote host to launch solver 1

Default value: ""

Saved in: `General.SessionFileName`

**Solver.RemoteLogin2**

Command to login to a remote host to launch solver 2

Default value: ""

Saved in: `General.SessionFileName`

**Solver.RemoteLogin3**

Command to login to a remote host to launch solver 3

Default value: ""

Saved in: `General.SessionFileName`

**Solver.RemoteLogin4**

Command to login to a remote host to launch solver 4

Default value: ""

Saved in: `General.SessionFileName`

**Solver.RemoteLogin5**

Command to login to a remote host to launch solver 5

Default value: ""

Saved in: `General.SessionFileName`

**Solver.RemoteLogin6**

Command to login to a remote host to launch solver 6

Default value: ""

Saved in: `General.SessionFileName`

**Solver.RemoteLogin7**

Command to login to a remote host to launch solver 7

Default value: ""

Saved in: `General.SessionFileName`

**Solver.RemoteLogin8**

Command to login to a remote host to launch solver 8

Default value: ""

Saved in: `General.SessionFileName`

**Solver.RemoteLogin9**

Command to login to a remote host to launch solver 9

Default value: ""

Saved in: `General.SessionFileName`

**Solver.SocketName**

Base name of socket (UNIX socket if the name does not contain a colon, TCP/IP otherwise, in the form 'host:baseport'; the actual name/port is constructed by appending the unique client id. If baseport is 0 or is not provided, the port is chosen automatically (recommended))

Default value: `".gmshsock"`

Saved in: `General.OptionsFileName`

**Solver.AlwaysListen**  
Always listen to incoming connection requests?  
Default value: 0  
Saved in: `General.OptionsFileName`

**Solver.AutoArchiveOutputFiles**  
Automatically archive output files after each computation  
Default value: 0  
Saved in: `General.OptionsFileName`

**Solver.AutoCheck**  
Automatically check model every time a parameter is changed  
Default value: 1  
Saved in: `General.OptionsFileName`

**Solver.AutoLoadDatabase**  
Automatically load the ONELAB database when launching a solver  
Default value: 0  
Saved in: `General.OptionsFileName`

**Solver.AutoSaveDatabase**  
Automatically save the ONELAB database after each computation  
Default value: 1  
Saved in: `General.OptionsFileName`

**Solver.AutoMesh**  
Automatically mesh (0: never; 1: if geometry changed, but use existing mesh on disk if available; 2: if geometry changed; -1: the geometry script creates the mesh)  
Default value: 2  
Saved in: `General.OptionsFileName`

**Solver.AutoMergeFile**  
Automatically merge result files  
Default value: 1  
Saved in: `General.OptionsFileName`

**Solver.AutoShowViews**  
Automatically show newly merged results (0: none; 1: all; 2: last one)  
Default value: 2  
Saved in: `General.OptionsFileName`

**Solver.AutoShowLastStep**  
Automatically show the last step in newly merged results, if there are more than 2 steps  
Default value: 1  
Saved in: `General.OptionsFileName`

**Solver.Plugins**  
Enable default solver plugins?  
Default value: 0  
Saved in: `General.OptionsFileName`



**Solver.ShowInvisibleParameters**

Show all parameters, even those marked invisible

Default value: 0

Saved in: `General.OptionsFileName`

**Solver.Timeout**

Time (in seconds) before closing the socket if no connection is happening

Default value: 5

Saved in: `General.OptionsFileName`

## B.5 Post-processing options list

**PostProcessing.DoubleClickedGraphPointCommand**

Command parsed when double-clicking on a graph data point (e.g. Merge

`Sprintf('file-%g.pos', PostProcessing.GraphPointX);`)

Default value: ""

Saved in: `General.OptionsFileName`

**PostProcessing.GraphPointCommand**

Synonym for '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: -

**PostProcessing.Plugins**

Enable default post-processing plugins?

Default value: 1

Saved in: **General.OptionsFileName**

**PostProcessing.SaveInterpolationMatrices**

Save the interpolation matrices when exporting model-based data

Default value: 1

Saved in: `General.OptionsFileName`

**PostProcessing.SaveMesh**

Save the mesh when exporting model-based data

Default value: 1

Saved in: `General.OptionsFileName`

**PostProcessing.Smoothing**

Apply (non-reversible) smoothing to post-processing view when merged

Default value: 0

Saved in: `General.OptionsFileName`

**View.Attributes**

Optional string attributes

Default value: ""

Saved in: `General.OptionsFileName`

**View.AxesFormatX**

Number format for X-axis (in standard C form)

Default value: "%.3g"

Saved in: `General.OptionsFileName`

**View.AxesFormatY**

Number format for Y-axis (in standard C form)

Default value: "%.3g"

Saved in: `General.OptionsFileName`

**View.AxesFormatZ**

Number format for Z-axis (in standard C form)

Default value: "%.3g"

Saved in: `General.OptionsFileName`

**View.AxesLabelX**

X-axis label

Default value: ""

Saved in: `General.OptionsFileName`

**View.AxesLabelY**

Y-axis label

Default value: ""

Saved in: `General.OptionsFileName`

**View.AxesLabelZ**

Z-axis label

Default value: ""

Saved in: `General.OptionsFileName`

**View.DoubleClickedCommand**  
Command parsed when double-clicking on the view  
Default value: ""  
Saved in: `General.OptionsFileName`

**View.FileName**  
Default post-processing view file name  
Default value: ""  
Saved in: -

**View.Format**  
Number format (in standard C form)  
Default value: `"%.3g"`  
Saved in: `General.OptionsFileName`

**View.GeneralizedRaiseX**  
Generalized elevation of the view along X-axis (in model coordinates, using formula possibly containing x, y, z, s[tep], t[ime], v0, ... v8)  
Default value: `"v0"`  
Saved in: `General.OptionsFileName`

**View.GeneralizedRaiseY**  
Generalized elevation of the view along Y-axis (in model coordinates, using formula possibly containing x, y, z, s[tep], t[ime], v0, ... v8)  
Default value: `"v1"`  
Saved in: `General.OptionsFileName`

**View.GeneralizedRaiseZ**  
Generalized elevation of the view along Z-axis (in model coordinates, using formula possibly containing x, y, z, s[tep], t[ime], v0, ... v8)  
Default value: `"v2"`  
Saved in: `General.OptionsFileName`

**View.Group**  
Group to which this view belongs  
Default value: ""  
Saved in: `General.OptionsFileName`

**View.Name**  
Default post-processing view name  
Default value: ""  
Saved in: -

**View.Stipple0**  
First stippling pattern  
Default value: `"1*0x1F1F"`  
Saved in: `General.OptionsFileName`

**View.Stipple1**  
Second stippling pattern  
Default value: `"1*0x3333"`  
Saved in: `General.OptionsFileName`

**View.Stipple2**

Third stippling pattern  
Default value: "1\*0x087F"  
Saved in: General.OptionsFileName

**View.Stipple3**

Fourth stippling pattern  
Default value: "1\*0xCCCC"  
Saved in: General.OptionsFileName

**View.Stipple4**

Fifth stippling pattern  
Default value: "2\*0x1111"  
Saved in: General.OptionsFileName

**View.Stipple5**

Sixth stippling pattern  
Default value: "2\*0x0F0F"  
Saved in: General.OptionsFileName

**View.Stipple6**

Seventh stippling pattern  
Default value: "1\*0xCFFF"  
Saved in: General.OptionsFileName

**View.Stipple7**

Eighth stippling pattern  
Default value: "2\*0x0202"  
Saved in: General.OptionsFileName

**View.Stipple8**

Ninth stippling pattern  
Default value: "2\*0x087F"  
Saved in: General.OptionsFileName

**View.Stipple9**

Tenth stippling pattern  
Default value: "1\*0xFFFF"  
Saved in: General.OptionsFileName

**View.AbscissaRangeType**

Abcissa scale range type (1: default, 2: custom)  
Default value: 1  
Saved in: General.OptionsFileName

**View.AdaptVisualizationGrid**

Use adaptive visualization grid (for high-order elements)?  
Default value: 0  
Saved in: General.OptionsFileName

**View.AngleSmoothNormals**

Threshold angle below which normals are not smoothed

Default value: 30

Saved in: `General.OptionsFileName`

**View.ArrowSizeMax**

Maximum display size of arrows (in pixels)

Default value: 60

Saved in: `General.OptionsFileName`

**View.ArrowSizeMin**

Minimum display size of arrows (in pixels)

Default value: 0

Saved in: `General.OptionsFileName`

**View.AutoPosition**

Position the scale or 2D plot automatically (0: manual, 1: automatic, 2: top left, 3: top right, 4: bottom left, 5: bottom right, 6: top, 7: bottom, 8: left, 9: right, 10: full, 11: top third, 12: in model coordinates)

Default value: 1

Saved in: `General.OptionsFileName`

**View.Axes**

Axes (0: none, 1: simple axes, 2: box, 3: full grid, 4: open grid, 5: ruler)

Default value: 0

Saved in: `General.OptionsFileName`

**View.AxesMikado**

Mikado axes style

Default value: 0

Saved in: `General.OptionsFileName`

**View.AxesAutoPosition**

Position the axes automatically

Default value: 1

Saved in: `General.OptionsFileName`

**View.AxesMaxX**

Maximum X-axis coordinate

Default value: 1

Saved in: `General.OptionsFileName`

**View.AxesMaxY**

Maximum Y-axis coordinate

Default value: 1

Saved in: `General.OptionsFileName`

**View.AxesMaxZ**

Maximum Z-axis coordinate

Default value: 1

Saved in: `General.OptionsFileName`

**View.AxesMinX**

Minimum X-axis coordinate  
Default value: 0  
Saved in: `General.OptionsFileName`

**View.AxesMinY**

Minimum Y-axis coordinate  
Default value: 0  
Saved in: `General.OptionsFileName`

**View.AxesMinZ**

Minimum Z-axis coordinate  
Default value: 0  
Saved in: `General.OptionsFileName`

**View.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<sup>i</sup>, 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 colormap number (0: black, 1: vis5d, 2: jet, 3: lucie, 4: rainbow, 5: emc2000, 6: incadescent, 7: hot, 8: pink, 9: grayscale, 10: french, 11: hsv, 12: spectrum, 13: bone, 14: spring, 15: summer, 16: autumm, 17: winter, 18: cool, 19: copper, 20: magma, 21: inferno, 22: plasma, 23: viridis)

Default value: 2

Saved in: `General.OptionsFileName`

**View.ColormapRotation**

Incremental colormap rotation

Default value: 0

Saved in: `General.OptionsFileName`

**View.ColormapSwap**

Swap the min/max values in the colormap?

Default value: 0

Saved in: `General.OptionsFileName`

**View.ComponentMap0**

Forced component 0 (if `View.ForceComponents > 0`)

Default value: 0

Saved in: `General.OptionsFileName`



**View.ComponentMap1**  
Forced component 1 (if View.ForceComponents > 0)  
Default value: 1  
Saved in: `General.OptionsFileName`

**View.ComponentMap2**  
Forced component 2 (if View.ForceComponents > 0)  
Default value: 2  
Saved in: `General.OptionsFileName`

**View.ComponentMap3**  
Forced component 3 (if View.ForceComponents > 0)  
Default value: 3  
Saved in: `General.OptionsFileName`

**View.ComponentMap4**  
Forced component 4 (if View.ForceComponents > 0)  
Default value: 4  
Saved in: `General.OptionsFileName`

**View.ComponentMap5**  
Forced component 5 (if View.ForceComponents > 0)  
Default value: 5  
Saved in: `General.OptionsFileName`

**View.ComponentMap6**  
Forced component 6 (if View.ForceComponents > 0)  
Default value: 6  
Saved in: `General.OptionsFileName`

**View.ComponentMap7**  
Forced component 7 (if View.ForceComponents > 0)  
Default value: 7  
Saved in: `General.OptionsFileName`

**View.ComponentMap8**  
Forced component 8 (if View.ForceComponents > 0)  
Default value: 8  
Saved in: `General.OptionsFileName`

**View.CustomAbscissaMax**  
User-defined maximum abscissa value  
Default value: 0  
Saved in: -

**View.CustomAbscissaMin**  
User-defined minimum abscissa value  
Default value: 0  
Saved in: -

**View.CustomMax**  
User-defined maximum value to be displayed  
Default value: 0  
Saved in: -

**View.CustomMin**  
User-defined minimum value to be displayed  
Default value: 0  
Saved in: -

**View.DisplacementFactor**  
Displacement amplification  
Default value: 1  
Saved in: `General.OptionsFileName`

**View.DrawHexahedra**  
Display post-processing hexahedra?  
Default value: 1  
Saved in: `General.OptionsFileName`

**View.DrawLines**  
Display post-processing lines?  
Default value: 1  
Saved in: `General.OptionsFileName`

**View.DrawPoints**  
Display post-processing points?  
Default value: 1  
Saved in: `General.OptionsFileName`

**View.DrawPrisms**  
Display post-processing prisms?  
Default value: 1  
Saved in: `General.OptionsFileName`

**View.DrawPyramids**  
Display post-processing pyramids?  
Default value: 1  
Saved in: `General.OptionsFileName`

**View.DrawTrihedra**  
Display post-processing trihedra?  
Default value: 1  
Saved in: `General.OptionsFileName`

**View.DrawQuadrangles**  
Display post-processing quadrangles?  
Default value: 1  
Saved in: `General.OptionsFileName`

**View.DrawScalars**

Display scalar values?

Default value: 1

Saved in: `General.OptionsFileName`**View.DrawSkinOnly**

Draw only the skin of 3D scalar views?

Default value: 0

Saved in: `General.OptionsFileName`**View.DrawStrings**

Display post-processing annotation strings?

Default value: 1

Saved in: `General.OptionsFileName`**View.DrawTensors**

Display tensor values?

Default value: 1

Saved in: `General.OptionsFileName`**View.DrawTetrahedra**

Display post-processing tetrahedra?

Default value: 1

Saved in: `General.OptionsFileName`**View.DrawTriangles**

Display post-processing triangles?

Default value: 1

Saved in: `General.OptionsFileName`**View.DrawVectors**

Display vector values?

Default value: 1

Saved in: `General.OptionsFileName`**View.Explode**

Element shrinking factor (between 0 and 1)

Default value: 1

Saved in: `General.OptionsFileName`**View.ExternalView**

Index of the view used to color vector fields (-1: self)

Default value: -1

Saved in: `General.OptionsFileName`**View.FakeTransparency**

Use fake transparency (cheaper than the real thing, but incorrect)

Default value: 0

Saved in: `General.OptionsFileName`**View.ForceNumComponents**Force number of components to display (see `View.ComponentMapN` for mapping)

Default value: 0  
Saved in: `General.OptionsFileName`

`View.GeneralizedRaiseFactor`  
Generalized raise amplification factor  
Default value: 1  
Saved in: `General.OptionsFileName`

`View.GeneralizedRaiseView`  
Index of the view used for generalized raise (-1: self)  
Default value: -1  
Saved in: `General.OptionsFileName`

`View.GlyphLocation`  
Glyph (arrow, number, etc.) location (1: center of gravity, 2: node)  
Default value: 1  
Saved in: `General.OptionsFileName`

`View.Height`  
Height (in pixels) of the scale or 2D plot  
Default value: 200  
Saved in: `General.OptionsFileName`

`View.IntervalsType`  
Type of interval display (1: iso, 2: continuous, 3: discrete, 4: numeric)  
Default value: 2  
Saved in: `General.OptionsFileName`

`View.Light`  
Enable lighting for the view  
Default value: 1  
Saved in: `General.OptionsFileName`

`View.LightLines`  
Light element edges  
Default value: 1  
Saved in: `General.OptionsFileName`

`View.LightTwoSide`  
Light both sides of surfaces (leads to slower rendering)  
Default value: 1  
Saved in: `General.OptionsFileName`

`View.LineType`  
Display lines as solid color segments (0) or 3D cylinders (1)  
Default value: 0  
Saved in: `General.OptionsFileName`

`View.LineWidth`  
Display width of lines (in pixels)  
Default value: 1  
Saved in: `General.OptionsFileName`

**View.MaxRecursionLevel**

Maximum recursion level for adaptive views

Default value: 0

Saved in: `General.OptionsFileName`

**View.Max** Maximum value in the view (read-only)

Default value: 0

Saved in: -

**View.MaxVisible**

Maximum value in the visible parts of the view (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)  
Default value: 0  
Saved in: `General.OptionsFileName`

**View.PositionX**

X position (in pixels) of the scale or 2D plot (< 0: measure from right edge; >= 1e5: centered)  
Default value: 100  
Saved in: `General.OptionsFileName`

**View.PositionY**

Y position (in pixels) of the scale or 2D plot (< 0: measure from bottom edge;  
>= 1e5: centered)

Default value: 50

Saved in: `General.OptionsFileName`

**View.RaiseX**

Elevation of the view along X-axis (in model coordinates)

Default value: 0

Saved in: -

**View.RaiseY**

Elevation of the view along Y-axis (in model coordinates)

Default value: 0

Saved in: -

**View.RaiseZ**

Elevation of the view along Z-axis (in model coordinates)

Default value: 0

Saved in: -

**View.RangeType**

Value scale range type (1: default, 2: custom, 3: per time step)

Default value: 1

Saved in: `General.OptionsFileName`

**View.Sampling**

Element sampling rate (draw one out every 'Sampling' elements)

Default value: 1

Saved in: `General.OptionsFileName`

**View.SaturateValues**

Saturate the view values to custom min and max (1: true, 0: false)

Default value: 0

Saved in: `General.OptionsFileName`

**View.ScaleType**

Value scale type (1: linear, 2: logarithmic, 3: double logarithmic)

Default value: 1

Saved in: `General.OptionsFileName`

**View.ShowElement**

Show element boundaries?

Default value: 0

Saved in: `General.OptionsFileName`

**View.ShowScale**

Show value scale?

Default value: 1

Saved in: `General.OptionsFileName`

**View.ShowTime**

Time display mode (0: none, 1: time series, 2: harmonic data, 3: automatic, 4: step data, 5: multi-step data, 6: real eigenvalues, 7: complex eigenvalues)

Default value: 3

Saved in: `General.OptionsFileName`

**View.SmoothNormals**

Smooth the normals?

Default value: 0

Saved in: `General.OptionsFileName`

**View.Stipple**

Stipple curves in 2D plots?

Default value: 0

Saved in: `General.OptionsFileName`

**View.Tangents**

Display size of tangent vectors (in pixels)

Default value: 0

Saved in: `General.OptionsFileName`

**View.TargetError**

Target representation error for adaptive views

Default value: 0.01

Saved in: `General.OptionsFileName`

**View.TensorType**

Tensor 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: -

**View.TransformXX**

Element (1,1) of the 3x3 coordinate transformation matrix

Default value: 1

Saved in: -

**View.TransformXY**

Element (1,2) of the 3x3 coordinate transformation matrix

Default value: 0

Saved in: -



**View.TransformXZ**

Element (1,3) of the 3x3 coordinate transformation matrix  
Default value: 0  
Saved in: -

**View.TransformYX**

Element (2,1) of the 3x3 coordinate transformation matrix  
Default value: 0  
Saved in: -

**View.TransformYY**

Element (2,2) of the 3x3 coordinate transformation matrix  
Default value: 1  
Saved in: -

**View.TransformYZ**

Element (2,3) of the 3x3 coordinate transformation matrix  
Default value: 0  
Saved in: -

**View.TransformZX**

Element (3,1) of the 3x3 coordinate transformation matrix  
Default value: 0  
Saved in: -

**View.TransformZY**

Element (3,2) of the 3x3 coordinate transformation matrix  
Default value: 0  
Saved in: -

**View.TransformZZ**

Element (3,3) of the 3x3 coordinate transformation matrix  
Default value: 1  
Saved in: -

**View.Type**

Type of plot (1: 3D, 2: 2D space, 3: 2D time, 4: 2D)  
Default value: 1  
Saved in: -

**View.UseGeneralizedRaise**

Use generalized raise?  
Default value: 0  
Saved in: `General.OptionsFileName`

**View.VectorType**

Vector display type (1: segment, 2: arrow, 3: pyramid, 4: 3D arrow, 5: displacement, 6: comet)  
Default value: 4  
Saved in: `General.OptionsFileName`

**View.Visible**

Is the view visible?

Default value: 1

Saved in: -

**View.Width**

Width (in pixels) of the scale or 2D plot

Default value: 300

Saved in: `General.OptionsFileName`

**View.Color.Points**

Point color

Default value: {0,0,0}

Saved in: `General.OptionsFileName`

**View.Color.Lines**

Line color

Default value: {0,0,0}

Saved in: `General.OptionsFileName`

**View.Color.Triangles**

Triangle color

Default value: {0,0,0}

Saved in: `General.OptionsFileName`

**View.Color.Quadrangles**

Quadrangle color

Default value: {0,0,0}

Saved in: `General.OptionsFileName`

**View.Color.Tetrahedra**

Tetrahedron color

Default value: {0,0,0}

Saved in: `General.OptionsFileName`

**View.Color.Hexahedra**

Hexahedron color

Default value: {0,0,0}

Saved in: `General.OptionsFileName`

**View.Color.Prisms**

Prism color

Default value: {0,0,0}

Saved in: `General.OptionsFileName`

**View.Color.Pyramids**

Pyramid color

Default value: {0,0,0}

Saved in: `General.OptionsFileName`

**View.Color.Trihedra**  
Trihedron color  
Default value: {0,0,0}  
Saved in: `General.OptionsFileName`

**View.Color.Tangents**  
Tangent vector color  
Default value: {255,255,0}  
Saved in: `General.OptionsFileName`

**View.ColorNormals**  
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:
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 (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\_FLTK  
Enable FLTK graphical user interface (requires mesh/post) (default: ON)

ENABLE\_GETDP  
Enable GetDP solver (as a directly linked library) (default: ON)

ENABLE\_GMM  
Enable GMM linear solvers (simple alternative to PETSc) (default: ON)

ENABLE\_GMP  
Enable GMP for Kibpack (advanced) (default: ON)

ENABLE\_GRAPHICS  
Enable building graphics lib even without GUI (advanced) (default: OFF)

ENABLE\_HXT  
Enable HXT library (default: ON)

ENABLE\_KBIPACK  
Enable Kibpack (needed by homology solver) (default: ON)

ENABLE\_MATHEX  
Enable math expression parser (used by plugins and options) (default: ON)

ENABLE\_MED  
Enable MED mesh and post file formats (default: ON)

ENABLE\_MESH  
Enable mesh module (required by GUI) (default: ON)

ENABLE\_METIS  
Enable Metis mesh partitioner (default: ON)

ENABLE\_MM3D  
Enable MM3D 3D anisotropic mesh refinement (default: ON)

ENABLE\_MPEG\_ENCODE  
Enable built-in MPEG movie encoder (default: ON)

ENABLE\_MPI  
Enable MPI (mostly for parser and solver - mesh generation is sequential) (default: OFF)

`ENABLE_MSVC_STATIC_RUNTIME`  
Enable static Visual C++ runtime (default: OFF)

`ENABLE_MUMPS`  
Enable MUMPS sparse direct linear solver (default: OFF)

`ENABLE_NATIVE_FILE_CHOOSER`  
Enable native file chooser in GUI (default: ON)

`ENABLE_NETGEN`  
Enable Netgen 3D frontal mesh generator (default: ON)

`ENABLE_NUMPY`  
Enable fullMatrix and numpy array conversion for internal developer API (default: OFF)

`ENABLE_PETSC4PY`  
Enable petsc4py wrappers for petsc matrices in internal developer API (default: ON)

`ENABLE_OCC`  
Enable OpenCASCADE geometrical models (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 (experimental) (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_REVOROPT`  
Enable Revoropt (used for CVT remeshing) (default: OFF)

`ENABLE_SLEPC`  
Enable SLEPc eigensolvers (required for conformal compounds) (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, a fast malloc implementation but that does not release memory (default: OFF)

`ENABLE_VISUDEV`  
Enable additional visualization capabilities for development purpose (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)



## 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<sup>1</sup>):

### 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: -

<sup>1</sup> 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: -  |
| <b>open</b>  | Open a file. Equivalent to the <b>File-&gt;Open</b> menu in the Gmsh app. Handling of the file depends on its extension and/or its contents.<br>Input: <code>fileName</code><br>Output: -<br>Return: -   |
| <b>merge</b> | Merge a file. Equivalent to the <b>File-&gt;Merge</b> menu in the Gmsh app. Handling of the file depends on its extension and/or its contents.<br>Input: <code>fileName</code><br>Output: -<br>Return: - |
| <b>write</b> | Write a file. The export format is determined by the file extension.<br>Input: <code>fileName</code><br>Output: -<br>Return: -   |
| <b>clear</b> | Clear all loaded models and post-processing data, and add a new empty model.<br>Input: -<br>Output: -<br>Return: -   |

## Module /gmsh/option

|                  |   |
|------------------|---|
| <b>setNumber</b> | Set a numerical option to <code>value</code> . <code>name</code> is of the form "category.option" or "category[num].option". Available categories and options are listed in the Gmsh reference manual.<br>Input: <code>name, value</code><br>Output: -<br>Return: - |
| <b>getNumber</b> | Get the <code>value</code> of a numerical option.<br>Input: <code>name</code><br>Output: <code>value</code><br>Return: -  |
| <b>setString</b> | Set a string option to <code>value</code> .   |

Input: `name, value`

Output: `-`

Return: `-`

#### `getString`

Get the `value` of a string option.

Input: `name`

Output: `value`

Return: `-`

### Module `/gmsh/model`

`add` Add a new model, with name `name`, and set it as the current model.

Input: `name`

Output: `-`

Return: `-`

`remove` Remove the current model.

Input: `-`

Output: `-`

Return: `-`

`list` List the names of all models.

Input: `-`

Output: `names`

Return: `-`

#### `setCurrent`

Set the current model to the model with name `name`. If several models have the same name, select the one that was added first.

Input: `name`

Output: `-`

Return: `-`

#### `getEntities`

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

Input: `dim`

Output: `dimTags`

Return: `-`

**getPhysicalGroups**

Get all the physical groups in the current model. If `dim` is  $\geq 0$ , return only the entities of the specified dimension (e.g. physical points if `dim == 0`). The entities are returned as a vector of (`dim`, `tag`) integer pairs.

Input: `dim`

Output: `dimTags`

Return: -

**getEntitiesForPhysicalGroup**

Get the tags of the geometrical entities making up the physical group of dimension `dim` and tag `tag`.

Input: `dim`, `tag`

Output: `tags`

Return: -

**getPhysicalGroupsForEntity**

Get the tags of the physical groups (if any) to which the geometrical entity of dimension `dim` and tag `tag` belongs.

Input: `dim`, `tag`

Output: `physicalTags`

Return: -

**addPhysicalGroup**

Add a physical group of dimension `dim`, grouping the elementary entities with tags `tags`. Return the tag of the physical group, equal to `tag` if `tag` is positive, or a new tag if `tag < 0`.

Input: `dim`, `tags`, `tag`

Output: -

Return: integer

**setPhysicalName**

Set the name of the physical group of dimension `dim` and tag `tag`.

Input: `dim`, `tag`, `name`

Output: -

Return: -

**getPhysicalName**

Get the name of the physical group of dimension `dim` and tag `tag`.

Input: `dim`, `tag`

Output: `name`

Return: -

**getBoundary**

Get the boundary of the 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  $\geq 0$ , 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`

**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. Specyfing `boundary` allows Gmsh to construct the topology of the overall model.

Input: `dim, tag, boundary`

Output: -

Return: `integer`

**removeEntities**

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

Input: `dimTags, recursive`

Output: -

Return: -

**removePhysicalGroups**

Remove the physical groups `dimTags` of the current model. If `dimTags` is empty, remove all groups.

Input: `dimTags`

Output: -

Return: -

**getType** Get the type of the entity of dimension `dim` and tag `tag`.

Input: `dim, tag`

Output: `entityType`

Return: -

**getParent**

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

Input: `dim, tag`

Output: `parentDim, parentTag`

Return: -

**getValue** Evaluate the parametrization of the entity of dimension `dim` and tag `tag` at the parametric coordinates `parametricCoord`. Only valid for `dim` equal to 0 (with empty `parametricCoord`), 1 (with `parametricCoord` containing parametric coordinates on the curve) or 2 (with `parametricCoord` containing pairs of u, v parametric coordinates on the surface, concatenated: [p1u, p1v, p2u, ...]). Return triplets of x, y, z coordinates in `points`, concatenated: [p1x, p1y, p1z, p2x, ...].

Input: `dim, tag, parametricCoord`

Output: `points`

Return: -

**getDerivative**

Evaluate the derivative of the parametrization of the entity of dimension `dim` and tag `tag` at the parametric coordinates `parametricCoord`. Only valid for `dim` equal to 1 (with `parametricCoord` containing parametric coordinates on the curve) or 2 (with `parametricCoord` containing pairs of u, v parametric

coordinates on the surface, concatenated: [p1u, p1v, p2u, ...]). For `dim` equal to 1 return the x, y, z components of the derivative with respect to u [d1ux, d1uy, d1uz, d2ux, ...]; for `dim` equal to 2 return the x, y, z components of the derivate with respect to u and v: [d1ux, d1uy, d1uz, d1vx, d1vy, d1vz, d2ux, ...].

Input: `dim, tag, parametricCoord`

Output: `derivatives`

Return: -

#### `getCurvature`

Evaluate the (maximum) curvature of the entity of dimension `dim` and tag `tag` at the parametric coordinates `parametricCoord`. Only valid for `dim` equal to 1 (with `parametricCoord` containing parametric coordinates on the curve) or 2 (with `parametricCoord` containing pairs of u, v parametric coordinates on the surface, concatenated: [p1u, p1v, p2u, ...]).

Input: `dim, tag, parametricCoord`

Output: `curvatures`

Return: -

#### `getPrincipalCurvatures`

Evaluate the principal curvatures of the surface with tag `tag` at the parametric coordinates `parametricCoord`, as well as their respective directions. `parametricCoord` are given by pair of u and v coordinates, concatenated: [p1u, p1v, p2u, ...].

Input: `tag, parametricCoord`

Output: `curvatureMax, curvatureMin, directionMax, directionMin`

Return: -

#### `getNormal`

Get the normal to the surface with tag `tag` at the parametric coordinates `parametricCoord`. `parametricCoord` are given by pairs of u and v coordinates, concatenated: [p1u, p1v, p2u, ...]. `normals` are returned as triplets of x, y, z components, concatenated: [n1x, n1y, n1z, n2x, ...].

Input: `tag, parametricCoord`

Output: `normals`

Return: -

#### `setVisibility`

Set the visibility of the 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: -

**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: -

**getNode** 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: `nodeTags, coord, parametricCoord`

Return: -

**getNode** Get the coordinates and the parametric coordinates (if any) of the node with tag `tag`. This is a sometimes useful but inefficient way of accessing nodes, as it relies on a cache stored in the model. For large meshes all the nodes in the model should be numbered in a continuous sequence of tags from 1 to N to maintain reasonable performance (in this case the internal cache is based on a vector; otherwise it uses a map).

Input: `nodeTag`

Output: `coord, parametricCoord`

Return: -

**rebuildNodeCache**

Rebuild the node cache.

Input: `onlyIfNecessary`

Output: -

Return: -

#### getNodesForPhysicalGroup

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

Input: `dim, tag`

Output: `nodeTags, coord`

Return: -

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

Input: `dim, tag, nodeTags, coord, parametricCoord`

Output: -

Return: -

#### 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.

Input: -

Output: -

Return: -

#### getElements

Get the elements classified on the entity of dimension `dim` and tag `tag`. If `tag` < 0, get the elements for all entities of dimension `dim`. If `dim` and `tag` are negative, get all the elements in the mesh. `elementTypes` contains the MSH types of the elements (e.g. 2 for 3-node triangles: see `getElementProperties` to obtain the properties for a given element type). `elementTags` is a vector of the same length as `elementTypes`; each entry is a vector containing the tags (unique, strictly positive identifiers) of the elements of the corresponding type. `nodeTags` is also a vector of the same length as `elementTypes`; each entry is a vector of length equal to the number of elements of the given type times the number `N` of nodes for this type of element, that contains the node tags of all the elements of the given type, concatenated: `[e1n1, e1n2, ..., e1nN, e2n1, ...]`.

Input: `dim, tag`

Output: `elementTypes, elementTags, nodeTags`

Return: -

#### `getElement`

Get the type and node tags of the element with tag `tag`. This is a sometimes useful but inefficient way of accessing elements, as it relies on a cache stored in the model. For large meshes all the elements in the model should be numbered in a continuous sequence of tags from 1 to N to maintain reasonable performance (in this case the internal cache is based on a vector; otherwise it uses a map).

Input: `elementTag`

Output: `elementType, nodeTags`

Return: -

#### `getElementByCoordinates`

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:  $[e1n1, e1n2, \dots, e1nN, e2n1, \dots]$ .

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: [`glu`, `glv`, `glw`, `glq`, `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`

Output: -

Return: -

**reorderElements**

Reorder the elements of type `elementType` classified on the entity of tag `tag` according to `ordering`.

Input: `elementType, tag, ordering`

Output: -

Return: -

**renumberNodes**

Renumber the node tags in a continuous sequence.

Input: -

Output: -

Return: -

**renumberElements**

Renumber the element tags in a continuous sequence.

Input: -

Output: -

Return: -

**setPeriodic**

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

Input: `dim, tags, tagsSource, affineTransformation`

Output: -

Return: -

**getPeriodicNodes**

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: -

**removeDuplicateNodes**

Remove duplicate nodes in the mesh of the current model.

Input: -

Output: -

Return: -

**createTopology**

Create a boundary representation from the mesh if the model does not have one (e.g. when imported from mesh file formats with no BRep representation of the underlying model). 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 `domainTags`; if empty, the whole mesh is the domain. The computation subdomain for relative homology computation is given in a list of physical group tags `subdomainTags`; if empty, absolute homology is computed. The dimensions homology bases to be computed are given in the list `dim`; if empty, all bases are computed. Resulting basis representation chains are stored as physical groups in the mesh.

Input: `domainTags, subdomainTags, dims`

Output: -

Return: -

#### computeCohomology

Compute a basis representation for cohomology spaces after a mesh has been generated. The computation domain is given in a list of physical group tags `domainTags`; if empty, the whole mesh is the domain. The computation subdomain for relative cohomology computation is given in a list of physical group tags `subdomainTags`; if empty, absolute cohomology is computed. The dimensions homology bases to be computed are given in the list `dim`; if empty, all bases are computed. Resulting basis representation cochains are stored as physical groups in the mesh.

Input: `domainTags, subdomainTags, dims`

Output: -

Return: -

## 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

**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

**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

#### 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) != (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

#### 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) != (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

#### addSpline

Add a spline (Catmull-Rom) curve going through the points **pointTags**. If **tag** is positive, set the tag explicitly; otherwise a new tag is selected automatically. Create a periodic curve if the first and last points are the same. Return the tag of the spline curve.

Input: **pointTags, tag**

Output: -

Return: integer

#### 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

#### 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

#### `addCurveLoop`

Add a curve loop (a closed wire) formed by the curves `curveTags`. `curveTags` should contain (signed) tags of geometrical entities of dimension 1 forming a closed loop: a negative tag signifies that the underlying curve is considered with reversed orientation. If `tag` is positive, set the tag explicitly; otherwise a new tag is selected automatically. Return the tag of the curve loop.

Input: `curveTags, tag`

Output: -

Return: integer

#### `addPlaneSurface`

Add a plane surface defined by one or more curve loops `wireTags`. The first curve loop defines the exterior contour; additional curve loops 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

#### `addSurfaceFilling`

Add a surface filling the curve loops in `wireTags`. Currently only a single curve loop is supported; this curve loop should be composed by 3 or 4 curves only. If `tag` is positive, set the tag explicitly; otherwise a new tag is selected automatically. Return the tag of the surface.

Input: `wireTags, tag, sphereCenterTag`

Output: -

Return: integer

#### `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

#### `addVolume`

Add a volume (a region) defined by one or more shells `shellTags`. The first surface loop defines the exterior boundary; additional surface loops define holes. If `tag` is positive, set the tag explicitly; otherwise a new tag is selected automatically. Return the tag of the volume.

|                        |   |
|------------------------|---|
|                        | Input: <code>shellTags, tag</code>  |
|                        | Output: <code>-</code>  |
|                        | Return: <code>integer</code>  |
| <code>extrude</code>   | Extrude the geometrical entities <code>dimTags</code> by translation along <code>(dx, dy, dz)</code> . Return extruded entities in <code>outDimTags</code> . If <code>numElements</code> is not empty, also extrude the mesh: the entries in <code>numElements</code> give the number of elements in each layer. If <code>height</code> is not empty, it provides the (cummulative) height of the different layers, normalized to 1.  |
|                        | Input: <code>dimTags, dx, dy, dz, numElements, heights, recombine</code>  |
|                        | Output: <code>outDimTags</code>   |
|                        | Return: <code>-</code>  |
| <code>revolve</code>   | Extrude the geometrical entities <code>dimTags</code> by rotation of <code>angle</code> radians around the axis of revolution defined by the point <code>(x, y, z)</code> and the direction <code>(ax, ay, az)</code> . Return extruded entities in <code>outDimTags</code> . If <code>numElements</code> is not empty, also extrude the mesh: the entries in <code>numElements</code> give the number of elements in each layer. If <code>height</code> is not empty, it provides the (cummulative) height of the different layers, normalized to 1.   |
|                        | Input: <code>dimTags, x, y, z, ax, ay, az, angle, numElements, heights, recombine</code>  |
|                        | Output: <code>outDimTags</code>   |
|                        | Return: <code>-</code>  |
| <code>twist</code>     | Extrude the geometrical entities <code>dimTags</code> by a combined translation and rotation of <code>angle</code> radians, along <code>(dx, dy, dz)</code> and around the axis of revolution defined by the point <code>(x, y, z)</code> and the direction <code>(ax, ay, az)</code> . Return extruded entities in <code>outDimTags</code> . If <code>numElements</code> is not empty, also extrude the mesh: the entries in <code>numElements</code> give the number of elements in each layer. If <code>height</code> is not empty, it provides the (cummulative) height of the different layers, normalized to 1. |
|                        | Input: <code>dimTags, x, y, z, dx, dy, dz, ax, ay, az, angle, numElements, heights, recombine</code>  |
|                        | Output: <code>outDimTags</code>   |
|                        | Return: <code>-</code>  |
| <code>translate</code> | Translate the geometrical entities <code>dimTags</code> along <code>(dx, dy, dz)</code> .   |
|                        | Input: <code>dimTags, dx, dy, dz</code>   |
|                        | Output: <code>-</code>  |
|                        | Return: <code>-</code>  |
| <code>rotate</code>    | Rotate the geometrical entities <code>dimTags</code> of <code>angle</code> radians around the axis of revolution defined by the point <code>(x, y, z)</code> and the direction <code>(ax, ay, az)</code> .  |

- Input: `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: `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: `dimTags, a, b, c, d`  
 Output: -  
 Return: -
- copy** Copy the entities `dimTags`; the new entities are returned in `outDimTags`.  
 Input: `dimTags`  
 Output: `outDimTags`  
 Return: -
- remove** Remove the entities `dimTags`. If `recursive` is true, remove all the entities on their boundaries, down to dimension 0.  
 Input: `dimTags, recursive`  
 Output: -  
 Return: -
- removeAllDuplicates** Remove all duplicate entities (different entities at the same geometrical location).  
 Input: -  
 Output: -  
 Return: -
- synchronize** Synchronize the 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: -

## Module /gmsh/model/geo/mesh

**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, nPoints, meshType, coef**

Output: -

Return: -

### **setTransfiniteSurface**

Set a transfinite meshing constraint on the surface **tag**. **arrangement** describes the arrangement of the triangles when the surface is not flagged as recombined: currently supported values are "Left", "Right", "AlternateLeft" and "AlternateRight". **cornerTags** can be used to specify the (3 or 4) corners of the transfinite interpolation explicitly; specifying the corners explicitly is mandatory if the surface has more than 3 or 4 points on its boundary.

Input: **tag, arrangement, cornerTags**

Output: -

Return: -

### **setTransfiniteVolume**

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

Input: **tag, cornerTags**

Output: -

Return: -

### **setRecombine**

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

Input: **dim, tag, angle**

Output: -

Return: -

**setSmoothing**

Set a smoothing meshing constraint on the 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: -

**Module /gms/occc**

**addPoint** Add a geometrical point in the internal OpenCASCADE CAD representation, at coordinates (**x, y, z**). If **meshSize** is > 0, add a meshing constraint at that point. If **tag** is positive, set the tag explicitly; otherwise a new tag is selected automatically. Return the tag of the point. (Note that the point will be added in the current model only after **synchronize** is called. This behavior holds for all the entities added in the **occc** module.)

Input: **x, y, z, meshSize, tag**

Output: -

Return: integer

**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

**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



**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:  $x, y, z, r, \text{tag}, \text{angle1}, \text{angle2}$

Output: -

Return: integer

**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:  $\text{startTag}, \text{centerTag}, \text{endTag}, \text{tag}$

Output: -

Return: integer

**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:  $x, y, z, r1, r2, \text{tag}, \text{angle1}, \text{angle2}$

Output: -

Return: integer

**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:  $\text{pointTags}, \text{tag}$

Output: -

Return: integer

**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:  $\text{pointTags}, \text{tag}, \text{degree}, \text{weights}, \text{knots}, \text{multiplicities}$

Output: -

Return: integer

#### 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

**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

#### 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

#### 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

**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

**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

**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

**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

**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

**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

**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

**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

**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: -

Return: integer

**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

**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

**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: `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: -

**addPipe** Add a pipe by extruding the entities `dimTags` along the wire `wireTag`. Return the pipe in `outDimTags`.

Input: `dimTags, wireTag`

- Output: `outDimTags`  
 Return: -
- fillet** Fillet the volumes `volumeTags` on the curves `curveTags` with radii `radii`. The `radii` vector can either contain a single radius, as many radii as `curveTags`, or twice as many as `curveTags` (in which case different radii are provided for the begin and end points of the curves). Return the filleted entities in `outDimTags`. Remove the original volume if `removeVolume` is set.
- Input: `volumeTags, curveTags, radii, removeVolume`  
 Output: `outDimTags`  
 Return: -
- chamfer** Chamfer the volumes `volumeTags` on the curves `curveTags` with distances `distances` measured on surfaces `surfaceTags`. The `distances` vector can either contain a single distance, as many distances as `curveTags` and `surfaceTags`, or twice as many as `curveTags` and `surfaceTags` (in which case the first in each pair is measured on the corresponding surface in `surfaceTags`, the other on the other adjacent surface). Return the chamfered entities in `outDimTags`. Remove the original volume if `removeVolume` is set.
- Input: `volumeTags, curveTags, surfaceTags, distances, removeVolume`  
 Output: `outDimTags`  
 Return: -
- fuse** Compute the boolean union (the fusion) of the entities `objectDimTags` and `toolDimTags`. Return the resulting entities in `outDimTags`. If `tag` is positive, try to set the tag explicitly (only valid if the boolean operation results in a single entity). Remove the object if `removeObject` is set. Remove the tool if `removeTool` is set.
- Input: `objectDimTags, toolDimTags, tag, removeObject, removeTool`  
 Output: `outDimTags, outDimTagsMap`  
 Return: -
- intersect** Compute the boolean intersection (the common parts) of the entities `objectDimTags` and `toolDimTags`. Return the resulting entities in `outDimTags`. If `tag` is positive, try to set the tag explicitly (only valid if the boolean operation results in a single entity). Remove the object if `removeObject` is set. Remove the tool if `removeTool` is set.
- Input: `objectDimTags, toolDimTags, tag, removeObject, removeTool`  
 Output: `outDimTags, outDimTagsMap`  
 Return: -
- cut** Compute the boolean difference between the entities `objectDimTags` and `toolDimTags`. Return the resulting entities in `outDimTags`. If `tag` is positive,

try to set the tag explicitly (only valid if the boolean operation results in a single entity). Remove the object if `removeObject` is set. Remove the tool if `removeTool` is set.

Input: `objectDimTags, toolDimTags, tag, removeObject, removeTool`

Output: `outDimTags, outDimTagsMap`

Return: -

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

Input: `objectDimTags, toolDimTags, tag, removeObject, removeTool`

Output: `outDimTags, outDimTagsMap`

Return: -

**translate**

Translate the geometrical entities `dimTags` along  $(dx, dy, dz)$ .

Input: `dimTags, dx, dy, dz`

Output: -

Return: -

**rotate** Rotate the geometrical entities `dimTags` of `angle` radians around the axis of revolution defined by the point  $(x, y, z)$  and the direction  $(ax, ay, az)$ .

Input: `dimTags, x, y, z, ax, ay, az, angle`

Output: -

Return: -

**dilate** Scale the 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: `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: `dimTags, a, b, c, d`

Output: -

Return: -

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

Input: `dimTags`  
 Output: `outDimTags`  
 Return: -

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

Input: `dimTags, recursive`  
 Output: -  
 Return: -

#### **removeAllDuplicates**

Remove all duplicate entities (different entities at the same geometrical location) 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

**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

**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 ( $\geq 0$ ) of the data in a sequence. **tags** gives the tags of the nodes or elements in the mesh to which the data is associated. **data** is

a vector of the same length as `tags`: each entry is the vector of double precision numbers representing the data associated with the corresponding tag. The optional `time` argument associate a time value with the data. `numComponents` gives the number of data components (1 for scalar data, 3 for vector data, etc.) per entity; if negative, it is automatically inferred (when possible) from the input data. `partition` allows to specify data in several sub-sets.

Input: `tag, step, modelName, dataType, tags, data, time, numComponents, partition`

Output: -

Return: -

#### `getModelData`

Get model-based post-processing data from the view with tag `tag` at step `step`. Return the `data` associated to the nodes or the elements with tags `tags`, as well as the `dataType` and the number of components `numComponents`.

Input: `tag, step`

Output: `dataType, tags, data, time, numComponents`

Return: -

#### `addListData`

Add list-based post-processing data to the view with tag `tag`. `dataType` identifies the data: "SP" for scalar points, "VP", for vector points, etc. `numEle` gives the number of elements in the data. `data` contains the data for the `numEle` elements.

Input: `tag, dataType, numEle, data`

Output: -

Return: -

#### `getListData`

Get list-based post-processing data from the view with tag `tag`. Return the types `dataTypes`, the number of elements `numElements` for each data type and the `data` for each data type.

Input: `tag`

Output: `dataType, numElements, data`

Return: -

#### `probe`

Probe the view `tag` for its value at point  $(x, y, z)$ . Return only the value at step `step` is `step` is positive. Return only values with `numComp` if `numComp` is positive. Return the gradient of the value if `gradient` is set. Probes with a geometrical tolerance (in the reference unit cube) of `tolerance` if `tolerance` is not zero. Return the result from the element described by its coordinates if `xElementCoord`, `yElementCoord` and `zElementCoord` are provided.

Input: `tag, x, y, z, step, numComp, gradient, tolerance, xElemCoord, yElemCoord, zElemCoord`

Output: `value`  
 Return: `-`

**write** Write the view to a file `fileName`. The export format is determined by the file extension. Append to the file if `append` is set.

Input: `tag, fileName, append`  
 Output: `-`  
 Return: `-`

## 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/ftk

**initialize** Create the Fltk graphical user interface.

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.

Input: `time`

Output: -

Return: -

**run** Run the event loop of the Fltk graphical user interface, i.e. repeatedly calls `wait`. First automatically create the user interface if it has not yet been initialized.

Input: -

Output: -

Return: -

## Module /gmsh/onelab

**get** Get `data` from the ONELAB server.

Input: `format`

Output: `data`

Return: -

**set** Set `data` in the ONELAB server.

Input: `data, format`

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

**start** Start logging messages in `log`.

Input: -

Output: `log`

Return: -

**stop**      Stop logging messages.  
Input:      -  
Output:     -  
Return:     -



## 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 is provided in Appendix C [Compiling the source code], page 235 (see also Appendix F [Frequently asked questions], page 279).

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 307](#) 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](mailto: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 <http://www.mesa3d.org>.

3. How do I compile Gmsh from the source code?

You need cmake (<http://www.cmake.org>) and a C++ compiler. See [Appendix C \[Compiling the source code\]](#), [page 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/anim.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->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->Options->Mesh->General->3D algorithm')

or try to adapt the mesh element sizes in your input file so that the surface mesh better matches the geometrical details of the model.

If nothing works, file a bug report with the version of your operating system and the full geometry.

3. How can I only save tetrahedral elements (not triangles and lines)?

By default, if physical groups are defined, the output mesh only contains those elements that belong to physical entities. So to save only 3D elements, simply define one (or more) physical volume(s) and don't define any physical surfaces, physical curves or physical points.

4. My 2D meshes of IGES files present gaps between surfaces

IGES files do not contain the topology of the model, and tolerance problems can thus appear when the OpenCASCADE importer cannot identify two (close) curves as actually being identical.

The best solution is to *not use IGES and use STEP* instead. If you really have to use IGES, check that you don't have duplicate curves (e.g. by displaying their tags in the GUI with 'Tools->Options->Geometry->Visibility->Curve labels'). If there are duplicates, try to change the geometrical tolerance and sew the faces (see options in 'Tools->Options->Geometry->General').

5. The quality of the elements generated by the 3D algorithm is very bad.

Use 'Optimize quality' in the mesh menu.

6. Non-recombined 3D extruded meshes sometimes fail.

The swapping algorithm is not very clever at the moment. Try to change the surface 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 hexahedral 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 is to re-launch Gmsh everytime you want to visualize something (a simple C program showing how to do this is given in

`utils/misc/callgmsh.c`). 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 `-listen` command line option) and Gmsh will always listen for your program on the `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?

Yes, by using either the “Force field” options in ‘Tools->Options->View->Visibility’, or by using ‘Tools->Plugins->MathEval’.

11. Can I do arithmetic operations on a view? Can I perform operations involving different views?

Yes, with the Evaluate plugin.

12. Some plugins seem to create empty views. What’s wrong?

There can be several reasons:

- the plugin might be written for specific element types only (for example, only for scalar triangles or tetrahedra). In that case, you should transform your view before running the plugin (you can use `Plugin(DecomposeinSimplex)` to transform all quads, hexas, prisms and pyramids into triangles and tetrahedra).
- the plugin might expect a mesh while all you provide is a point cloud. In 2D, you can use `Plugin(Triangulate)` to transform a point cloud into a triangulated surface. In 3D you can use `Plugin(Tetrahedralize)`.
- the input parameters are out of range.

In any case, you can automatically remove all empty views with ‘View->Remove->Empty Views’ in the GUI, or with `Delete Empty Views;` in a script.

13. How can I see “inside” a complicated post-processing view?

Use ‘Tools->Clipping Planes’.

When viewing 3D scalar fields, you can also modify the colormap (‘Tools->Options->View->Map’) to make the iso-surfaces “transparent”: either by holding ‘Ctrl’ while dragging the mouse to draw the alpha channel by hand, or by using the ‘a’, ‘Ctrl+a’, ‘p’ and ‘Ctrl+p’ keyboard shortcuts.

Yet another (destructive) option is to use the ExtractVolume option in the CutSphere or CutPlane plugins.

14. I am loading a valid 3D scalar view but Gmsh does not display anything!

If your dataset is constant per element make sure you don’t use the ‘Iso-values’ interval type in ‘Tools->Options->View->Range’.





## Appendix G Version history

4.0.7 (December 9, 2018): fixed small memory leaks; removed unused code.

4.0.6 (November 25, 2018): moved private API wrappers to utils/wrappers; improved Gmsh 3 compatibility for high-order periodic meshes; fixed '-v 0' not being completely silent; fixed rendering of image textures on some OSes; small compilation fixes.

4.0.5 (November 17, 2018): new automatic hybrid mesh generation (pyramid layer) when 3D Delaunay algorithm is applied to a volume with quadrangles on boundary; improved robustness of 2D MeshAdapt algorithm; bug fixes.

4.0.4 (October 19, 2018): fixed physical names regression in 4.0.3.

4.0.3 (October 18, 2018): bug fixes.

4.0.2 (September 26, 2018): added support for creating MED files with specific MED (minor) version; small bug fixes.

4.0.1 (September 7, 2018): renumber mesh nodes/elements by default; new SendToServer command for nodal views; added color and visibility handling in API; small bug fixes.

4.0.0 (August 22, 2018): new C++, C, Python and Julia API; new MSH4 format; new mesh partitioning code based on Metis 5; new 3D tetrahedralization algorithm as default; new workflow for remeshing (compound entities as meshing constraints, CreateGeometry for mesh reparametrization); added support for general b-splines, fillets and chamfers with OpenCASCADE kernel and changed default bspline parameters with the built-in kernel to match OpenCASCADE's; improved meshing of surfaces with singular parametrizations (spheres, etc.); uniformized entity naming conventions (line/curve, vertex/node, etc.); generalized handling of "all" entities in geo file (using {:} notation); added support for creating LSDYNA mesh files; removed old CAD creation factory (GModelFactory), old reparametrization code (G{Edge, Face, Region}Compound) and old partitioning code (Metis 4 and Chaco); various cleanups, bug fixes and enhancements.

3.0.6 (November 5, 2017): improved meshing of spheres; improved handling of mesh size constraints with OpenCASCADE kernel; implemented "Coherence" for OpenCASCADE kernel (shortcut for BooleanFragments); added GAMBIT Neutral File export; small improvements and bug fixes.

3.0.5 (September 6, 2017): bug fixes.

3.0.4 (July 28, 2017): moved voronoi code to plugin; OpenMP improvements; bug fixes.

3.0.3 (June 27, 2017): new element quality measures; Block->Box; minor fixes.

3.0.2 (May 13, 2017): improved handling of meshing constraints and entity numbering after boolean operations; improved handling of fast coarseness transitions in MeshAdapt; new TIKZ export; small bug fixes.

3.0.1 (April 14, 2017): fixed OpenCASCADE plane surfaces with holes.

3.0.0 (April 13, 2017): new constructive solid geometry features and boolean operations using OpenCASCADE; improved graphical user interface for interactive, parametric geometry construction; new or modified commands in .geo files: SetFactory, Circle, Ellipse, Wire, Surface, Sphere, Block, Torus, Rectangle, Disk, Cylinder, Cone, Wedge, ThickSolid, ThruSections, Ruled ThruSections, Fillet, Extrude, BooleanUnion, BooleanIntersection, BooleanDifference, BooleanFragments, ShapeFromFile, Recursive Delete, Unique; "Surface" replaces the deprecated "Ruled Surface" command; faster 3D tetrahedral mesh optimization enabled by default; major code refactoring and numerous bug fixes.

2.16.0 (January 3, 2017): small improvements (list functions, second order hexes for MED, GUI) and bug fixes.

2.15.0 (December 4, 2016): fixed several regressions (multi-file partitioned grid export, mesh subdivision, old compound mesher); improved 2D boundary layer field & removed non-functional 3D boundary layer field; faster rendering of large meshes.

2.14.1 (October 30, 2016): fixed regression in periodic meshes; small bug fixes and code cleanups.

2.14.0 (October 9, 2016): new Tochnog file format export; added ability to remove last command in scripts generated interactively; ONELAB 1.3 with usability and performance improvements; faster "Coherence Mesh".

2.13.2 (August 18, 2016): small improvements (scale labels, periodic and high-order meshes) and bug fixes.

2.13.1 (July 15, 2016): small bug fixes.

2.13.0 (July 11, 2016): new ONELAB 1.2 protocol with native support for lists; new experimental 3D boundary recovery code and 3D refinement algorithm; better adaptive visualization of quads and hexahedra; fixed several regressions introduced in 2.12.

2.12.0 (March 5, 2016): improved interactive definition of physical groups and handling of ONELAB clients; improved full quad algorithm; added support for list of strings, trihedra elements and X3D format; improved message console; new colormaps; various bugs fixes and small improvements all over.

2.11.0 (November 7, 2015): new Else/ElseIf commands; new OptimizeMesh command; Plugin(ModifyComponents) replaces Plugin(ModifyComponent); new VTK and X3D outputs; separate O/Ctrl+O shortcuts for geometry/full model reload; small bug fixes in homology solver, handling of embedded entities, and Plugin(Crack).

2.10.1 (July 30, 2015): minor fixes.

2.10.0 (July 21, 2015): improved periodic meshing constraints; new Physical specification with both label and numeric id; images can now be used as glyphs in post-processing views, using text annotations with the 'file://' prefix; Views can be grouped and organized in subtrees; improved visibility browser navigation; geometrical entities and post-processing views can now react to double-clicks, via new generic DoubleClicked options; new Get/SetNumber and Get/SetString for direct access to ONELAB variables; small bug fixes and code cleanups.

2.9.3 (April 18, 2015): updated versions of PETSc/SLEPc and OpenCASCADE/OCE libraries used in official binary builds; new Find() command; miscellaneous code cleanups and small fixes.

2.9.2 (March 31, 2015): added support for extrusion of embedded points/curves; improved hex-dominant algorithm; fixed crashes in quad algorithm; fix regression in MED reader introduced in 2.9.0; new dark interface mode.

2.9.1 (March 18, 2015): minor bug fixes.

2.9.0 (March 12, 2015): improved robustness of spatial searches (extruded meshes, geometry coherence); improved reproductibility of 2D and 3D meshes; added support for high resolution ("retina") graphics; interactive graph point commands; on-the-fly creation of onelab clients in scripts; general periodic meshes using affine transforms; scripted selection of entities in bounding boxes; extended string and list handling functions; many small improvements and bug fixes.

2.8.5 (Jul 9, 2014): improved stability and error handling, better Coherence function, updated onelab API version and inline parameter definitions, new background image modes, more robust Triangulate/Tetrahedralize plugins, new PGF output, improved support for string~index variable names in parser, small improvements and bug fixes all over the place.

2.8.4 (Feb 7, 2014): better reproductibility of 2D meshes; new mandatory 'Name' attribute to define onelab variables in DefineConstant[] & co; new -setnumber/-setstring command line arguments; small improvements and bug fixes.

2.8.3 (Sep 27, 2013): new quick access menu and multiple view selection in GUI; enhanced animation creation; many small enhancements and bug fixes.

2.8.2 (Jul 16, 2013): improved high order tools interface; minor bug fixes.

2.8.1 (Jul 11, 2013): improved compound surfaces and transfinite arrangements.

2.8.0 (Jul 8, 2013): improved Delaunay point insertion; fixed mesh orientation of plane surfaces; fixed mesh size prescribed at embedded points; improved display of vectors at COG; new experimental text string display engines; improved fullscreen mode; access time/step in transformations; new experimental features: AdaptMesh and Surface In Volume; accept unicode file paths on Windows; compilation and bug fixes.

2.7.1 (May 11, 2013): improved Delaunay point insertion; updated onelab; better Abaqus and UNV export; small bug and compilation fixes.

2.7.0 (Mar 9, 2013): new single-window GUI, with dynamically customizable widget tree; faster STEP/BRep import; arbitrary size image export; faster 2D Delaunay/Frontal algorithms; full option viewer/editor; many bug fixes.

2.6.1 (Jul 15, 2012): minor improvements and bug fixes.

2.6.0 (Jun 19, 2012): new quadrilateral meshing algorithms (Blossom and 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.Binary) and bug fixes (pyramid interpolation, Chaco crashes).

2.2.4 (Aug 14, 2008): integrated Metis and Chaco mesh partitioners; variables can now be deleted in geo files; added support for point datasets in model-based postprocessing views; small bug fixes.

2.2.3 (Jul 14, 2008): enhanced clipping interface; API cleanup; fixed various bugs (Plugin(Integrate), high order meshes, surface info crash).

2.2.2 (Jun 20, 2008): added geometrical transformations on volumes; fixed bug in high order mesh generation.

2.2.1 (Jun 15, 2008): various small improvements (adaptive views, GUI, code cleanup) and bug fixes (high order meshes, Netgen interface).

2.2.0 (Apr 19, 2008): new model-based post-processing backend; added MED I/O for mesh and post-processing; fixed BDF vertex ordering for 2nd order elements; replaced Mesh.ConstrainedBackgroundMesh with Mesh.CharacteristicLength{FromPoints,ExtendFromBoundary}; new Fields interface; control windows are now non-modal by default; new experimental 2D frontal

algorithm; fixed various bugs.

2.1.1 (Mar 1, 2008): small bug fixes (second order meshes, combine views, divide and conquer crash, ...).

2.1.0 (Feb 23, 2008): new post-processing database; complete rewrite of post-processing drawing code; improved surface mesh algorithms; improved STEP/IGES/BREP support; new 3D mesh optimization algorithm; new default native file choosers; fixed 'could not find extruded vertex' in extrusions; many improvements and bug fixes all over the place.

2.0.8 (Jul 13, 2007): unused vertices are not saved in mesh files anymore; new plugin GUI; automatic GUI font size selection; renamed Plugin(DecomposeInSimplex) into Plugin(MakeSimplex); reintroduced enhanced Plugin(SphericalRaise); clarified meshing algo names; new option to save groups of nodes in UNV meshes; new background mesh infrastructure; many small improvements and small bug fixes.

2.0.7 (Apr 3, 2007): volumes can now be defined from external CAD surfaces; Delaunay/Tetgen algorithm is now used by default when available; re-added support for Plot3D structured mesh format; added ability to export external CAD models as GEO files (this only works for the limited set of geometrical primitives available in the GEO language, of course--so trying to convert e.g. a trimmed NURBS from a STEP file into a GEO file will fail); "lateral" entities are now added at the end of the list returned by extrusion commands; fixed various bugs.

2.0.0 (Feb 5, 2007): new geometry and mesh databases, with support for STEP and IGES import via OpenCASCADE; complete rewrite of geometry and mesh drawing code; complete rewrite of mesh I/O layer (with new native binary MSH format and support for import/export of I-deas UNV, Nastran BDF, STL, Medit MESH and VRML 1.0 files); added support for incomplete second order elements; new 2D and 3D meshing algorithms; improved integration of Netgen and TetGen algorithms; removed anisotropic meshing algorithm (as well as attractors); removed explicit region number specification in extrusions; option changes in the graphical interface are now applied instantaneously; added support for offscreen rendering using OSMesa; added support for SVG output; added string labels for Physical entities; lots of other improvements all over the place.

1.65 (May 15, 2006): new Plugin(ExtractEdges); fixed compilation errors with gcc4.1; replaced Plugin(DisplacementRaise) and Plugin(SphericalRaise) with the more flexible Plugin(Warp); better handling of discrete curves; new Status command in parser; added option to renumber nodes in .msh files (to avoid holes in the numbering sequence); fixed 2 special cases in quad->prism extrusion; fixed saving of 2nd order hexas with negative volume; small bug fixes and cleanups.

1.64 (Mar 18, 2006): Windows versions do no depend on Cygwin anymore; various bug fixes and cleanups.

1.63 (Feb 01, 2006): post-processing views can now be exported as meshes; improved background mesh handling (a lot faster, and more accurate); improved support for input images; new Plugin(ExtractElements); small bug fixes and enhancements.

1.62 (Jan 15, 2006): new option to draw color gradients in the background; enhanced perspective projection mode; new "lasso" selection mode (same as "lasso" zoom, but in selection mode); new "invert selection" button in the visibility browser; new snapping grid when adding points in the GUI; nicer normal smoothing; new extrude syntax (old syntax still available, but deprecated); various small bug fixes and enhancements.

1.61 (Nov 29, 2005): added support for second order (curved) elements in post-processor; new version (1.4) of post-processing file formats; new stippling options for 2D plots; removed limit on allowed number of files on command line; all "Combine" operations are now available in the parser; changed View.ArrowLocation into View.GlyphLocation; optimized memory usage when loading many (>1000) views; optimized loading and drawing of line meshes and 2D iso views; optimized handling of meshes with large number of physical entities; optimized vertex array creation for large post-processing views on Windows/Cygwin; removed Discrete Line and Discrete Surface commands (the same functionality can now be obtained by simply loading a mesh in .msh format); fixed coloring by mesh partition; added option to light wireframe meshes and views; new "mesh statistics" export format; new full-quad recombine option; new Plugin(ModulusPhase); hexas and prisms are now always saved with positive volume; improved interactive entity selection; new experimental Tetgen integration; new experimental STL remeshing algorithm; various small bug fixes and improvements.

1.60 (Mar 15, 2005): added support for discrete curves; new Window menu on Mac OS X; generalized all octree-based plugins (CutGrid, StreamLines, Probe, etc.) to handle all element types (and not only scalar and vector triangles+tetrahedra); generalized Plugin(Evaluate), Plugin(Extract) and Plugin(Annotate); enhanced clipping plane interface; new grid/axes/rulers for 3D post-processing views (renamed the AbscissaName, NbAbscissa and AbscissaFormat options to more general names in the process); better automatic positioning of 2D graphs; new manipulator dialog to specify rotations, translations and scalings "by hand"; various small enhancements and bug fixes.

1.59 (Feb 06, 2005): added support for discrete (triangulated) surfaces, either in STL format or with the new "Discrete Surface" command; added STL and Text output format for post-processing views and STL output format for surface meshes; all levelset-based plugins can now also compute isovolumes; generalized Plugin(Evaluate) to handle external view data (based on the same or on a

different mesh); generalized Plugin(CutGrid); new plugins (Eigenvalues, Gradient, Curl, Divergence); changed default colormap to match Matlab's "Jet" colormap; new transformation matrix option for views (for non-destructive rotations, symmetries, etc.); improved solver interface to keep the GUI responsive during solver calls; new C++ and Python solver examples; simplified Tools->Visibility GUI; transfinite lines with "Progression" now allow negative line numbers to reverse the progression; added ability to retrieve Gmsh's version number in the parser (to help write backward compatible scripts); fixed white space in unv mesh output; fixed various small bugs.

1.58 (Jan 01, 2005): fixed UNIX socket interface on Windows (broken by the TCP solver patch in 1.57); bumped version number of default post-processing file formats to 1.3 (the only small modification is the handling of the end-of-string character for text2d and text3d objects in the ASCII format); new File->Rename menu; new colormaps+improved colormap handling; new color+min/max options in views; new GetValue() function to ask for values interactively in scripts; generalized For/EndFor loops in parser; new plugins (Annotate, Remove, Probe); new text attributes in views; renamed some shortcuts; fixed TeX output for large scenes; new option dialogs for various output formats; fixed many small memory leaks in parser; many small enhancements to polish the graphics and the user interface.

1.57 (Dec 23, 2004): generalized displacement maps to display arbitrary view types; the arrows representing a vector field can now also be colored by the values from other scalar, vector or tensor fields; new adaptive high order visualization mode; new options (Solver.SocketCommand, Solver.NameCommand, View.ArrowSizeProportional, View.Normal, View.Tangents and General.ClipFactor); fixed display of undesired solver plugin popups; enhanced interactive plugin behavior; new plugins (HarmonicToTime, Integrate, Eigenvectors); tetrahedral mesh file reading speedup (50% faster on large meshes); large memory footprint reduction (up to 50%) for the visualization of triangular/tetrahedral meshes; the solver interface now supports TCP/IP connections; new generalized raise mode (allows to use complex expressions to offset post-processing maps); upgraded Netgen kernel to version 4.4; new optional TIME list in parsed views to specify the values of the time steps; several bug fixes in the Elliptic mesh algorithm; various other small bug fixes and enhancements.

1.56 (Oct 17, 2004): new post-processing option to draw a scalar view raised by a displacement view without using Plugin(DisplacementRaise) (makes drawing arbitrary scalar fields on deformed meshes much easier); better post-processing menu (arbitrary number of views+scrollable+show view number); improved view->combine; new horizontal post-processing scales; new option to draw the mesh nodes per element; views can now also be saved in "parsed" format; fixed various path problems on Windows; small bug fixes.

1.55 (Aug 21, 2004): added background mesh support for Triangle; meshes can now be displayed using "smoothed" normals (like post-processing views); added GUI



for clipping planes; new interactive clipping/cutting plane definition; reorganized the Options GUI; enhanced 3D iso computation; enhanced lighting; many small bug fixes.

1.54 (Jul 03, 2004): integrated Netgen (3D mesh quality optimization + alternative 3D algorithm); Extrude Surface now always automatically creates a new volume (in the same way Extrude Point or Extrude Line create new lines and surfaces, respectively); fixed UNV output; made the "Layers" region numbering consistent between lines, surfaces and volumes; fixed home directory problem on Win98; new Plugin(CutParametric); the default project file is now created in the home directory if no current directory is defined (e.g., when double-clicking on the icon on Windows/Mac); fixed the discrepancy between the orientation of geometrical surfaces and the associated surface meshes; added automatic orientation of surfaces in surface loops; generalized Plugin(Triangulate) to handle vector and tensor views; much nicer display of discrete iso-surfaces and custom ranges using smooth normals; small bug fixes and cleanups.

1.53 (Jun 04, 2004): completed support for second order elements in the mesh module (line, triangles, quadrangles, tetrahedra, hexahedra, prisms and pyramids); various background mesh fixes and enhancements; major performance improvements in mesh and post-processing drawing routines (OpenGL vertex arrays for tri/quads); new Plugin(Evaluate) to evaluate arbitrary expressions on post-processing views; generalized Plugin(Extract) to handle any combination of components; generalized "Coherence" to handle transfinite surface/volume attributes; plugin options can now be set in the option file (like all other options); added "undo" capability during geometry creation; rewrote the contour guessing routines so that entities can be selected in an arbitrary order; Mac users can now double click on geo/msh/pos files in the Finder to launch Gmsh; removed support for FLTK 1.0; rewrote most of the code related to quadrangles; fixed 2d elliptic algorithm; removed all OpenGL display list code and options; fixed light positioning; new BoundingBox command to set the bounding box explicitly; added support for inexpensive "fake" transparency mode; many code cleanups.

1.52 (May 06, 2004): new raster ("bitmap") PostScript/EPS/PDF output formats; new Plugin(Extract) to extract a given component from a post-processing view; new Plugin(CutGrid) and Plugin(StreamLines); improved mesh projection on non-planar surfaces; added support for second order tetrahedral elements; added interactive control of element order; refined mesh entity drawing selection (and renamed most of the corresponding options); enhanced log scale in post-processing; better font selection; simplified View.Raise{X,Y,Z} by removing the scaling; various bug fixes (default postscript printing mode, drawing of 3D arrows/cylinders on Linux, default home directory on Windows, default initial file browser directory, extrusion of points with non-normalized axes of rotation, computation of the scene bounding box in scripts, + the usual documentation updates).

1.51 (Feb 29, 2004): initial support for visualizing mesh partitions; integrated version 2.0 of the MSH mesh file format; new option to compute post-processing ranges (min/max) per time step; Multiple views can now be combined into multi time step ones (e.g. for programs that generate data one time step at a time); new syntax: #var[] returns the size of the list var[]; enhanced "gmsh -convert"; temporary and error files are now created in the home directory to avoid file permission issues; new 3D arrows; better lighting support; STL facets can now be converted into individual geometrical surfaces; many other small improvements and bug fixes (multi timestep tensors, color by physical entity, parser cleanup, etc.).

1.50 (Dec 06, 2003): small changes to the visibility browser + made visibility scriptable (new Show/Hide commands); fixed (rare) crash when deleting views; split File->Open into File->Open and File->New to behave like most other programs; Mac versions now use the system menu bar by default (if possible); fixed bug leading to degenerate and/or duplicate tetrahedra in extruded meshes; fixed crash when reloading sms meshes.

1.49 (Nov 30, 2003): made Merge, Save and Print behave like Include (i.e., open files in the same directory as the main project file if the path is relative); new Plugin(DecomposeInSimplex); new option View.AlphaChannel to set the transparency factor globally for a post-processing view; new "Combine Views" command; various bug fixes and cleanups.

1.48 (Nov 23, 2003): new DisplacementRaise plugin to plot arbitrary fields on deformed meshes; generalized CutMap, CutPlane, CutSphere and Skin plugins to handle all kinds of elements and fields; new "Save View[n]" command to save views from a script; many small bug fixes (configure tests for libpng, handling of erroneous options, multi time step scalar prism drawings, copy of surface mesh attributes, etc.).

1.47 (Nov 12, 2003): fixed extrusion of surfaces defined by only two curves; new syntax to retrieve point coordinates and indices of entities created through geometrical transformations; new PDF and compressed PostScript output formats; fixed numbering of elements created with "Extrude Point/Line"; use \$GMSH\_HOME as home directory if defined.

1.46 (Aug 23, 2003): fixed crash for very long command lines; new options for setting the displacement factor and Triangle's parameters + renamed a couple of options to more sensible names (View.VectorType, View.ArrowSize); various small bug fixes; documentation update.

1.45 (Jun 14, 2003): small bug fixes (min/max computation for tensor views, missing physical points in read mesh, "jumping" geometry during interactive manipulation of large models, etc.); variable definition speedup; restored support for second order elements in one- and two-dimensional meshes; documentation updates.

1.44 (Apr 21, 2003): new reference manual; added support for PNG output; fixed small configure script bugs.

1.43 (Mar 28, 2003): fixed solver interface problem on Mac OS X; new option to specify the interactive rotation center (default is now the pseudo "center of gravity" of the object, instead of (0,0,0)).

1.42 (Mar 19, 2003): suppressed the automatic addition of a ".geo" extension if the file given on the command line is not recognized; added missing Layer option for Extrude Point; fixed various small bugs.

1.41 (Mar 04, 2003): Gmsh is now licensed under the GNU General Public License; general code cleanup (indent).

1.40 (Feb 26, 2003): various small bug fixes (mainly GSL-related).

1.39 (Feb 23, 2003): removed all non-free routines; more build system work; implemented Von-Mises tensor display for all element types; fixed small GUI bugs.

1.38 (Feb 17, 2003): fixed custom range selection for 3D iso graphs; new build system based on autoconf; new image reading code to import bitmaps as post-processing views.

1.37 (Jan 25, 2003): generalized smoothing and cuts of post-processing views; better Windows integration (solvers, external editors, etc.); small bug fixes.

1.36 (Nov 20, 2002): enhanced view duplication (one can now use "Duplicata View[num]" in the input file); merged all option dialogs in a new general option window; enhanced discoverability of the view option menus; new 3D point and line display; many small bug fixes and enhancements ("Print" format in parser, post-processing statistics, smooth normals, save window positions, restore default options, etc.).

1.35 (Sep 11, 2002): graphical user interface upgraded to FLTK 1.1 (tooltips, new file chooser with multiple selection, full keyboard navigation, cut/paste of messages, etc.); colors can 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 attributes; new PointSize/LineWidth options; fixed For/EndFor loops in included files; fixed error messages (line numbers+file names) in loops and functions; made the automatic removal of duplicate geometrical entities optional (Geometry.AutoCoherence=0); various other small bug fixes and clean-ups.

1.26 (Sep 06, 2001): enhanced 2D anisotropic mesh generator (metric intersections); fixed small bug in 3D initial mesh; added alternative syntax for built-in functions (for GetDP compatibility); added line element display; Gmsh now saves all the elements in the mesh if no physical groups are defined (or if Mesh.SaveAll=1).

1.25 (Sep 01, 2001): fixed bug with mixed recombined/non-recombined extruded meshes; Linux versions are now build with no optimization, due to bugs in gcc 2.95.X.

1.24 (Aug 30, 2001): fixed characteristic length interpolation for Splines; fixed edge swapping bug in 3D initial mesh; fixed degenerated case in geometrical extrusion (ruled surface with 3 borders); fixed generation of

degenerated hexahedra and prisms for recombined+extruded meshes; added BSplines creation in the GUI; integrated Jonathan Shewchuk's Triangle as an alternative isotropic 2D mesh generator; added AngleSmoothNormals to control sharp edge display with smoothed normals; fixed random crash for lighted 3D iso surfaces.

1.23 (Aug, 2001): fixed duplicate elements generation + non-matching tetrahedra faces in 3D extruded meshes; better display of displacement maps; fixed interactive ellipsis construction; generalized boundary operator; added new explode option for post-processing views; enhanced link view behavior (to update only the changed items); added new default plugins: Skin, Transform, Smooth; fixed various other small bugs (mostly in the post-processing module and for extruded meshes).

1.22 (Aug 03, 2001): fixed (yet another) bug for 2D mesh in the mean plane; fixed surface coherence bug in extruded meshes; new double logarithmic scale, saturate value and smoothed normals option for post-processing views; plugins are now enabled by default; three new experimental statically linked plugins: CutMap (extracts a given iso surface from a 3D scalar map), CutPlane (cuts a 3D scalar map with a plane section), CutSphere (cuts a 3D scalar map with a sphere); various other bug fixes, additions and clean-ups.

1.21 (Jul 25, 2001): fixed more memory leaks; added -opt command line option to parse definitions directly from the command line; fixed missing screen refreshes during contour/surface/volume selection; enhanced string manipulation functions (Sprintf, StrCat, StrPrefix); many other small fixes and clean-ups.

1.20 (Jun 14, 2001): fixed various bugs (memory leaks, functions in included files, solver command selection, ColorTable option, duplicate nodes in extruded meshes (not finished yet), infinite loop on empty views, orientation of recombined quadrangles, ...); reorganized the interface menus; added constrained background mesh and mesh visibility options; added mesh quality histograms; changed default mesh colors; reintegrated the old command-line extrusion mesh generator.

1.19 (May 07, 2001): fixed seg. fault for scalar simplex post-processing; new Solver menu; interface for GetDP solver through sockets; fixed multiple scale alignment; added some options + full option descriptions.

1.18 (Apr 26, 2001): fixed many small bugs and incoherences in post-processing; fixed broken background mesh in 1D mesh generation.

1.17 (Apr 17, 2001): corrected physical points saving; fixed parsing of DOS files (carriage return problems); easier geometrical selections (cursor change); plugin manager; enhanced variable arrays (sublist selection and affectation); line loop check; New arrow display; reduced number of 'fatal' errors + better handling in interactive mode; fixed bug when opening meshes; enhanced File->Open behavior for meshes and post-processing views.

1.16 (Feb 26, 2001): added single/double buffer selection (only useful for Unix versions of Gmsh run from remote hosts without GLX); fixed a bug for recent versions of the opengl32.dll on Windows, which caused OpenGL fonts not to show up.

1.15 (Feb 23, 2001): added automatic visibility setting during entity selection; corrected geometrical extrusion bug.

1.14 (Feb 17, 2001): corrected a few bugs in the GUI (most of them were introduced in 1.13); added interactive color selection; made the option database bidirectional (i.e. scripts now correctly update the GUI); default options can now be saved and automatically reloaded at startup; made some changes to the scripting syntax (PostProcessing.View[n] becomes View[n]; Offset0 becomes OffsetX, etc.); corrected the handling of simple triangular surfaces with large characteristic lengths in the 2D isotropic algorithm; added an ASCII to binary post-processing view converter.

1.13 (Feb 09, 2001): added support for JPEG output on Windows.

1.12: corrected vector lines in the post-processing parsed format; corrected animation on Windows; corrected file creation in scripts on Windows; direct affectation of variable arrays.

1.11 (Feb 07, 2001): corrected included file loading problem.

1.10 (Feb 04, 2001): switched from Motif to FLTK for the GUI. Many small tweaks.

1.00 (Jan 15, 2001): added PPM and YUV output; corrected nested If/Endif; Corrected several bugs for pixel output and enhanced GIF output (dithering, transparency); slightly changed the post-processing file format to allow both single and double precision numbers.

0.999 (Dec 20, 2000): added JPEG output and easy MPEG generation (see t8.geo in the tutorial); clean up of export functions; small fixes; Linux versions are now compiled with gcc 2.95.2, which should fix the problems encountered with Mandrake 7.2.

0.998 (Dec 19, 2000): corrected bug introduced in 0.997 in the generation of the initial 3D mesh.

0.997 (Dec 14, 2000): corrected bug in interactive surface/volume selection; Added interactive symmetry; corrected geometrical extrusion with rotation in degenerated or partially degenerated cases; corrected bug in 2D mesh when meshing in the mean plane.

0.996: arrays of variables; enhanced Printf and Sprintf; Simplified options

(suppression of option arrays).

0.995 (Dec 11, 2000): totally rewritten geometrical database (performance has been drastically improved for all geometrical transformations, and most notably for extrusion). As a consequence, the internal numbering of geometrical entities has changed: this will cause incompatibilities with old .geo files, and will require a partial rewrite of your old .geo files if these files made use of geometrical transformations. The syntax of the .geo file has also been clarified. Many additions for scripting purposes. New extrusion mesh generator. Preliminary version of the coupling between extruded and Delaunay meshes. New option and procedural database. All interactive operations can be scripted in the input files. See the last example in the tutorial for an example. Many stability enhancements in the 2D and 3D mesh algorithms. Performance boost of the 3D algorithm. Gmsh is still slow, but the performance becomes acceptable. An average 1000 tetrahedra/second is obtained on a 600Mhz computer for a mesh of one million tetrahedra. New anisotropic 2D mesh algorithm. New (ASCII and binary) post-processing file format and clarified mesh file format. New handling for interactive rotations (trackball mode). New didactic interactive mesh construction (watch the Delaunay algorithm in real time on complex geometries: that's exciting ;-). And many, many bug fixes and cleanups.

0.992 (Nov 13, 2000): corrected recombined extrusion; corrected ellipses; added simple automatic animation of post-processing maps; fixed various bugs.

0.991 (Oct 24, 2000): fixed a serious allocation bug in 2D algorithm, which caused random crashes. All users should upgrade to 0.991.

0.990: bug fix in non-recombined 3D transfinite meshes.

0.989 (Sep 01, 2000): added ability to reload previously saved meshes; some new command line options; reorganization of the scale menu; GIF output.

0.987: fixed bug with smoothing (leading to the possible generation of erroneous 3d meshes); corrected bug for mixed 3D meshes; moved the 'toggle view link' option to Opt->Postprocessing\_Options.

0.986: fixed overlay problems; SGI version should now also run on 32 bits machines; fixed small 3d mesh bug.

0.985: corrected colormap bug on HP, SUN, SGI and IBM versions; corrected small initialization bug in postscript output.

0.984: corrected bug in display lists; added some options in Opt->General.

0.983: corrected some seg. faults in interactive mode; corrected bug in rotations; changed default window sizes for better match with 1024x768 screens

(default X resources can be changed: see ex03.geo).

0.982: lighting for mesh and post-processing; corrected 2nd order mesh on non plane surfaces; added example 13.



## Appendix H Copyright and credits

Gmsh is copyright (C) 1997-2018

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