



# Spotlight – Merge pointsets with meshes

## Merge pointset data onto a mesh

Permedia Viewers includes a variety of tools for converting and manipulating mesh data. Using the Merge Pointset option, you can add pointset data to a corner point mesh. The pointset should be tabular data with X, Y and Z coordinate data, with property data at each coordinate.

To merge pointset data onto a mesh:

1. In the main window, select a mesh and click Tools or right-click a mesh, and choose Merge Pointset.
2. For Pointset, click Select, choose a pointset and click Open.
3. Select the pointset properties that correspond to the X, Y and Z coordinates.
4. Select the properties to write out to the new mesh.

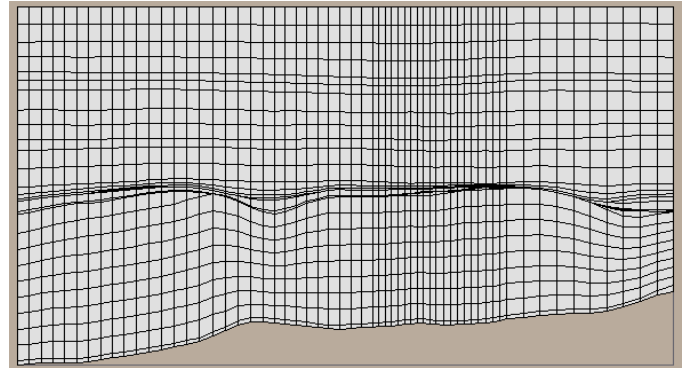
You can write from 1-4 properties for each pointset property. For example, if you have a pointset with a 'temp' property and you select all four options, the new mesh will include temp\_min, temp\_max, temp\_mean and temp\_count properties. These properties are used to distinguish between multiple points located in a single mesh element.

- min – the minimum of the point properties in each element
- max – the maximum of the point properties in each element
- mean – the mean of the point properties in each element
- count – the number of points in each element

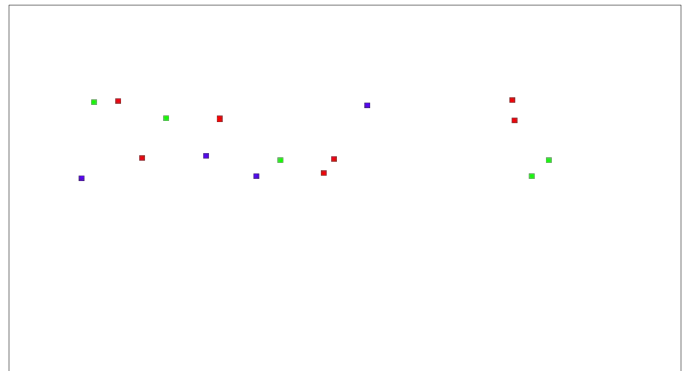
If an element contains only a single point, min, max and mean will be the same.

5. Enter the Output prefix – Permedia uses this when naming the output mesh – and Description of the merged mesh.
6. Click OK.

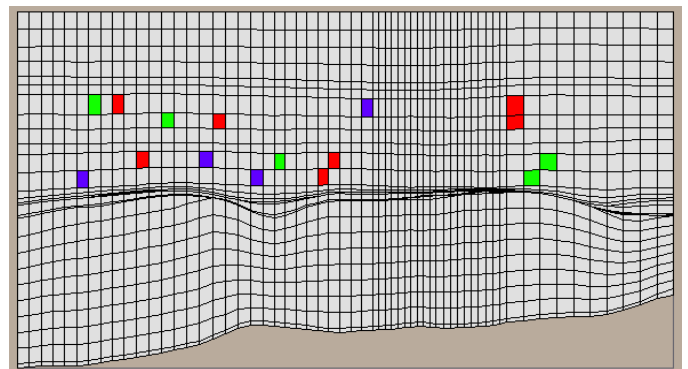
Permedia writes the merged pointset data to a Permedia Override mesh (pmesh).



Mesh



Pointset



New mesh with pointset data on elements