



fc oogmsh Octave package, User's Guide* version 0.3.1

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Abstract

This Octave package make it possible to generate mesh files from *.geo* files by using **gmsh**. It's also possible with the **ooGmsh2** and **ooGmsh4** classes to read the mesh file (respectively for MSH file format version 2.2 and version 4.x). This package must be regarded as a very simple interface between gmsh files and Octave. So you are free to create any data structures or objects you want from an **ooGmsh2** object or an **ooGmsh4** object.

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* $\text{\LaTeX}$ manual, revision 0.3.1.a, compiled with Octave 9.3.0, and packages `fc-oogmsh`[0.3.1], `fc-tools`[0.0.36], `fc-bench`[0.1.4], `fc-amat`[0.1.4], `fc-meshtools`[0.1.5], `fc-graphics4mesh`[0.1.7], and using `gmsh` 4.13.1

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1 Introduction

The `ooGmsh` Octave package is closely related to `gmsh`, see [2] or [3], which is a three-dimensional finite element mesh generator with built-in pre- and post-processing facilities. `gmsh` can also build two-dimensional meshes and three-dimensional surface meshes. This package was initially created to make it possible from Octave to rapidly

- generate mesh file from `.geo` file by using `gmsh`
- efficiently read this mesh file and store its contents in `ooGmsh` Octave object easy to manipulate.

The `ooGmsh` Octave object can be used to create, from a `.msh` file, any data structures or objects needed by your project. For example, the `fc-simesh` Octave package uses this package to create the `siMesh` object containing all the simplices elements of the mesh.

This package was only tested on Ubuntu 24.04.1 with Octave 9.3.0 and `gmsh` 4.13.1

Firstly, we explain how to configure the `ooGmsh` package for using `gmsh`. Thereafter, we describe the `ooGmsh`'s functions which use `gmsh` to create mesh files.

2 Installation

2.1 Installation automatic, all in one (recommended)

For this method, one just have to get/download the install file

`ofc_oogmsh_install.m`

or get it on the dedicated web page. Thereafter, one run it under Octave. This command download, extract and configure the *fc-oogmsh* toolbox and the required packages *fc-tools*, *fc-meshtools* and *fc-graphics4mesh*, in the current directory.

By default, the gmsh binary is supposed to be located in

- <USERDIR>/bin/gmsh under linux,
- <USERDIR>/GMSH/Gmsh.app/Contents/MacOS/gmsh under Mac OS X,
- <USERDIR>/Softwares/GMSH/gmsh.exe under Windows 10

It can be directly given by using the 'gmsh_bin' option of the install command:

```
>> ofc_oogmsh_install('gmsh_bin', GMSH)
```

where **GMSH** is the gmsh binary with path as a string. It's also possible, after installation, to change the gmsh binary by using the Octave command

```
>> fc_oogmsh.configure('gmsh_bin', '~/gmsh-4.13.1/bin/gmsh')
```

For example, to install this package in ~/Octave directory, one have to copy the file ofc_oogmsh_install.m in the ~/Octave directory. Then in a Octave terminal run the following commands

```
>> cd ~/Octave
>> ofc_oogmsh_install
```

There is the output of the ofc_oogmsh_install command:

```
Parts of the <fc-oogmsh> Octave package.
Copyright (C) 2017-2025 F. Cuvelier

1- Downloading and extracting the packages
2- Setting the <fc-oogmsh> package
warning: isdir is obsolete; use isfolder or dir_in_loadpath instead
Write in ~/Octave/fc-oogmsh-full/fc_oogmsh-0.3.1/configure_loc.m ...
3- Using packages :
->          fc-tools : 0.0.36
->          fc-bench : 0.1.4
->          fc-amat : 0.1.4
->          fc-meshtools : 0.1.5
->          fc-graphics4mesh : 0.1.7
with          fc-oogmsh : 0.3.1
*** Using instructions
To use the <fc-oogmsh> package:
addpath('~/Octave/fc-oogmsh-full/fc_oogmsh-0.3.1')
fc_oogmsh.init()

See ~/Octave/ofc_oogmsh_set.m
```

The complete toolbox (i.e. with all the other needed packages) is stored in the directory
~/Octave/fc-oogmsh-full
and, for each Octave session, one has to set the package by:

```
>> addpath('~/Octave/fc-oogmsh-full/fc_oogmsh-0.3.1')
>> fc_oogmsh.init()
```

If it's the first time the `fc_oogmsh.init()` function is used, then its output is

```
Try to use default parameters!
Use fc_tools.configure to configure.
Write in ~/Octave/fc-oogmsh-full/fc_tools-0.0.36/configure_loc.m ...
Try to use default parameters!
Use fc_bench.configure to configure.
Write in ~/Octave/fc-oogmsh-full/fc_bench-0.1.4/configure_loc.m ...
Try to use default parameters!
Use fc_amat.configure to configure.
Write in ~/Octave/fc-oogmsh-full/fc_amat-0.1.4/configure_loc.m ...
Try to use default parameters!
Use fc_meshtools.configure to configure.
Write in ~/Octave/fc-oogmsh-full/fc_meshtools-0.1.5/configure_loc.m ...
Try to use default parameters!
Use fc_graphics4mesh.configure to configure.
Write in ~/Octave/fc-oogmsh-full/fc_graphics4mesh-0.1.7/configure_loc.m ...
Using fc_oogmsh[0.3.1] with fc_tools[0.0.36], fc_bench[0.1.4], fc_amat[0.1.4], ...
fc_meshtools[0.1.5], fc_graphics4mesh[0.1.7].
Configured to use gmsh 4.13.1 with default MSH file format version 4.1
```

Otherwise, the output of the `fc_oogmsh.init()` function is

```
Using fc_oogmsh[0.3.1] with fc_tools[0.0.36], fc_bench[0.1.4], fc_amat[0.1.4], ...
fc_meshtools[0.1.5], fc_graphics4mesh[0.1.7].
Configured to use gmsh 4.13.1 with default MSH file format version 4.1
```

For **uninstalling**, one just has to delete directory:

`~/Octave/fc-oogmsh-full`

3 gmsh interface

All functions provided in this section use `gmsh` to create a mesh file from a `gmsh` geometry script file (extension `.geo`).

3.1 function `fc_oogmsh.gmsh.buildmesh2d`

This function uses `gmsh` and a `.geo` file (describing a 2D-geometry) to generate a 2D-mesh.

Syntaxe

```
meshfile=fc_oogmsh.gmsh.buildmesh2d(geofile,N)
meshfile=fc_oogmsh.gmsh.buildmesh2d(geofile,N,Name,Value)
```

Description

`meshfile=fc_oogmsh.gmsh.buildmesh2d(geofile,N)` create a 2D-mesh using `gmsh` and the `geo` file `geofile` (without path). The integer `N` has two functions : numbering the name of the generated mesh as `<geofile without extension and path> + <-N.msh>` and passing this number to `gmsh` via the option `"-setnumber N <N>".` Usually we used this parameter in `gmsh` to set the prescribed mesh element size at the points. (see given `geo` files)
As output return a file name (with full path) corresponding to the mesh generated by `gmsh`.

`meshfile=fc_oogmsh.gmsh.buildmesh2d(geofile,N,Name,Value, ...)` specifies function options using one or more `Name,Value` pair arguments. The `Name` options can be

- `'geodir'` : to specify the directory of the `geo` file `geofile`,
- `'meshdir'` : to specify the directory where the mesh file will be written,
- `'meshfile'` : to specify the name of the mesh file (with path and `.msh` extension),
- `'check'` : to perform various consistency checks on mesh with `gmsh`, if `Value` is `true`. (default : `false`)
- `'force'` : to force meshing even if the mesh file already exists if `Value` is `true` (default : `false`)
- `'verbose'` : to specify the degree of verbosity (0, silence; 2, default; ...)
- `'strings'` : cells array of strings corresponding to `gmsh` options given with `-string "..."` (default empty) (see `gmsh` documentation). For example, `Value` could be:

```
{'Mesh.Algorithm=1;', 'Mesh.ScalingFactor=2;'}
```

- `'Loptions'` : cells array of strings, list of options add to `gmsh` command line (default empty)
For example, `Value` could be:

```
{'-setnumber R 1', '-setnumber Mesh.Nodes 1'}
```

and so `gmsh` binary will be executed by

```
gmsh ... -setnumber R 1 -setnumber Mesh.Nodes 1 ... <geofile>
```

- `'MshFileVersion'` : to specify the MSH file format version. `Value` could be
 - `'2.2'` if `gmsh` version $\geq 2.16.0$,
 - `'4.0'` if `gmsh` version $\geq 4.0.0$,
 - `'4.1'` if `gmsh` version $\geq 4.1.0$.

Examples All the following examples use the *.geo* file `condenser110C.geo` which is in the directory `geodir` of the package.

Octave code with output

```
disp('****fc_oogmsh.gmsh.buildmesh2d: 1st call')
meshfile=fc_oogmsh.gmsh.buildmesh2d('condenser110C',25,'force',true);
disp('****fc_oogmsh.gmsh.buildmesh2d: 2nd call')
meshfile=fc_oogmsh.gmsh.buildmesh2d('condenser110C',25);
```

```
**** fc_oogmsh.gmsh.buildmesh2d : 1st call
[fc-oogmsh] Input file : <fc-oogmsh>/geodir/2d/condenser110C.geo
[fc-oogmsh] Starting building mesh <fc-oogmsh>/meshes/condenser110C-25.msh with gmsh 4.13.1
[fc-oogmsh] Using command : gmsh -2 -setnumber N 25 -string "Mesh.MshFileVersion=4.1;" <fc-oogmsh>/geodir/2d/condenser110C.geo -o ...
<fc-oogmsh>/meshes/condenser110C-25.msh
Be patient...
[fc-oogmsh] Using gmsh 4.13.1 to write MSH file format version 4.1 in <fc-oogmsh>/meshes/condenser110C-25.msh
**** fc_oogmsh.gmsh.buildmesh2d : 2nd call
[fc-oogmsh] Input file : <fc-oogmsh>/geodir/2d/condenser110C.geo
[fc-oogmsh] Mesh file <fc-oogmsh>/meshes/condenser110C-25.msh [version 4.1] already exists.
-> Use "force" flag to rebuild if needed.
```

Octave code with output

```
meshfile=fc_oogmsh.gmsh.buildmesh2d('condenser110C',25,'force',true, ...
'verbose',4, 'strings',{'Mesh.Algorithm=1;', 'Mesh.ScalingFactor=2;'});
```

```
[fc-oogmsh] Input file : <fc-oogmsh>/geodir/2d/condenser110C.geo
[fc-oogmsh] Overwriting mesh file <fc-oogmsh>/meshes/condenser110C-25.msh
[fc-oogmsh] Starting building mesh <fc-oogmsh>/meshes/condenser110C-25.msh with gmsh 4.13.1
[fc-oogmsh] Using command : '/home/cuvellier/bin/gmsh' -2 -setnumber N 25 -string "Mesh.Algorithm=1;Mesh.ScalingFactor=2;Mesh.MshFileVersion=4.1;" ...
'/home/cuvellier/Travail/Recherche/Matlab/fc-config/build/tmpdir/packages/fc_oogmsh-0.3.1/geodir/2d/condenser110C.geo' -o ...
'/home/cuvellier/Travail/Recherche/Matlab/fc-config/build/tmpdir/packages/fc_oogmsh-0.3.1/meshes/condenser110C-25.msh'
Be patient...
[fc-oogmsh] Starting building mesh <fc-oogmsh>/meshes/condenser110C-25.msh with gmsh 4.13.1
[fc-oogmsh] Using command : gmsh -2 -setnumber N 25 -string "Mesh.Algorithm=1;Mesh.ScalingFactor=2;Mesh.MshFileVersion=4.1;" ...
<fc-oogmsh>/geodir/2d/condenser110C.geo -o <fc-oogmsh>/meshes/condenser110C-25.msh
Be patient...
[fc-oogmsh] gmsh output :
Info : Running '/home/cuvellier/bin/gmsh -2 -setnumber N 25 -string Mesh.Algorithm=1;Mesh.ScalingFactor=2;Mesh.MshFileVersion=4.1; ...
<fc-oogmsh>/geodir/2d/condenser110C.geo -o <fc-oogmsh>/meshes/condenser110C-25.msh' [Gmsh 4.13.1, 1 node, max. 1 thread]
Info : Started on Thu Jan 30 12:46:34 2025
Info : Reading '<fc-oogmsh>/geodir/2d/condenser110C.geo'...
Info : [ 0%] Difference
Info : [ 10%] Difference
Info : [ 20%] Difference
Info : [ 30%] Difference - Performing Face-Face intersection
Info : [ 70%] Difference - Filling splits of edges
Info : [ 80%] Difference - Making faces
Info : [ 90%] Difference - Adding holes
Info : [ 0%] Difference
Info : [ 10%] Difference
Info : [ 20%] Difference
Info : [ 30%] Difference - Performing Face-Face intersection
Info : [ 70%] Difference
Info : [ 80%] Difference - Making faces
Info : [ 90%] Difference - Adding holes

Info : Done reading '<fc-oogmsh>/geodir/2d/condenser110C.geo'
Info : Meshing 1D...
Info : [ 0%] Meshing curve 10 (Ellipse)
Info : [ 10%] Meshing curve 11 (Ellipse)
Info : [ 20%] Meshing curve 12 (Ellipse)
Info : [ 30%] Meshing curve 13 (Ellipse)
Info : [ 40%] Meshing curve 14 (Line)
Info : [ 40%] Meshing curve 15 (Line)
Info : [ 50%] Meshing curve 16 (Line)
Info : [ 60%] Meshing curve 17 (Line)
Info : [ 70%] Meshing curve 18 (Ellipse)
Info : [ 70%] Meshing curve 19 (Ellipse)
Info : [ 80%] Meshing curve 20 (Ellipse)
Info : [ 90%] Meshing curve 21 (Ellipse)
Info : [100%] Meshing curve 22 (Ellipse)
Info : Done meshing 1D (Wall 0.00117192s, CPU 0.002559s)
Info : Meshing 2D...
Info : [ 0%] Meshing surface 11 (Plane, Frontal-Delaunay)
Info : [ 30%] Meshing surface 13 (Plane, Frontal-Delaunay)
Info : [ 50%] Meshing surface 15 (Plane, Frontal-Delaunay)
Info : [ 70%] Meshing surface 17 (Plane, Frontal-Delaunay)
Info : [ 90%] Meshing surface 101 (Plane, Frontal-Delaunay)
Info : Done meshing 2D (Wall 0.0539692s, CPU 0.205628s)
Info : 2069 nodes 4211 elements
Info : Writing '<fc-oogmsh>/meshes/condenser110C-25.msh'...
Info : Done writing '<fc-oogmsh>/meshes/condenser110C-25.msh'
Info : Stopped on Thu Jan 30 12:46:34 2025 (From start: Wall 0.0702612s, CPU 0.26173s)

[fc-oogmsh] Using gmsh 4.13.1 to write MSH file format version 4.1 in <fc-oogmsh>/meshes/condenser110C-25.msh
```

3.2 function `fc_oogmsh.gmsh.buildmesh3d`

This function uses `gmsh` and a *.geo* file (describing a 3D-geometry) to generate a 3D-mesh. See function `gmsh.buildmesh2d` for usage and options (section 3.1).

3.3 function `fc_oogmsh.gmsh.buildmesh3ds`

This function uses `gmsh` and a `.geo` file (describing a 3D surface geometry or a 3D-geometry) to generate a 3D surface mesh. See function `gmsh.buildmesh2d` for usage and options (section 3.1).

3.4 function `fc_oogmsh.gmsh.buildpartmesh2d`

This function uses `gmsh` and a `.msh` file (containing a 2D-mesh) to generate a 2D partitioned mesh.

Syntaxe

```
partmeshfile=fc_oogmsh.gmsh.buildpartmesh2d(meshfile,np)
partmeshfile=fc_oogmsh.gmsh.buildpartmesh2d(meshfile,np,Name,Value)
```

Description

`partmeshfile=fc_oogmsh.gmsh.buildpartmesh2d(meshfile,np)` create a 2D partitioned mesh using `gmsh` and the `msh` file `meshfile` (with path). The integer `np` is the number of partitions.

As output return a file name (with full path) corresponding to the partitioned mesh generated by `gmsh`. The output file name is construct as following : `<meshfile without extension>-part<np>.msh`

`partmeshfile=fc_oogmsh.gmsh.buildpartmesh2d(meshfile,np,Name,Value, ...)` specifies function options using one or more `Name,Value` pair arguments. The `Name` options can be

- `'savedir'` : to specify the directory where the partitioned mesh file will be written,
- `'check'` : to perform various consistency checks on mesh with `gmsh`, if `Value` is `true`. (default : `false`)
- `'force'` : to force meshing even if the mesh file already exists if `Value` is `true` (default : `false`)
- `'verbose'` : to specify the degree of verbosity (0, silence; 2, default; ...)
- `'strings'` : cells array of strings corresponding to `gmsh` options given with `-string "..."` (default empty) (see `gmsh` documentation)
- `'MshFileVersion'` : to specify the MSH file format version. `Value` could be
 - `'2.2'` if `gmsh` version $\geq 2.16.0$,
 - `'4.0'` if `gmsh` version $\geq 4.0.0$,
 - `'4.1'` if `gmsh` version $\geq 4.1.0$.

Examples

Octave code with output

```
meshfile=fc_oogmsh.gmsh.buildmesh2d('condenser110C',25,'verbose',0);
pmfile=fc_oogmsh.gmsh.buildpartmesh2d(meshfile,5,'force',true);
```

```
[fc-oogmsh] Input file : <fc-oogmsh>/meshes/condenser110C-25.msh
[fc-oogmsh] Starting building mesh <fc-oogmsh>/meshes/condenser110C-25-part5.msh with gmsh 4.13.1
[fc-oogmsh] Using command : gmsh -2 -part 5 -string "Mesh.MshFileVersion=4.1;" -saveall <fc-oogmsh>/meshes/condenser110C-25.msh -o ...
<fc-oogmsh>/meshes/condenser110C-25-part5.msh
Be patient...
[fc-oogmsh] Using gmsh 4.13.1 to write MSH file format version 4.1 in <fc-oogmsh>/meshes/condenser110C-25-part5.msh
```

Octave code with output

```
meshfile=fc_oogmsh.gmsh.buildmesh2d('condenser110C',25,'verbose',0);
pmfile=fc_oogmsh.gmsh.buildpartmesh2d(meshfile,5,'force',true, ...
    'verbose',4, 'strings',{'Mesh.MetisAlgorithm=3;'});

[fc-oogmsh] Input file : <fc-oogmsh>/meshes/condenser110C-25.msh
[fc-oogmsh] Overwriting mesh file <fc-oogmsh>/meshes/condenser110C-25-part5.msh
[fc-oogmsh] Starting building mesh <fc-oogmsh>/meshes/condenser110C-25-part5.msh with gmsh 4.13.1
[fc-oogmsh] Using command : '/home/cuvelier/bin/gmsh' -2 -part 5 -string "Mesh.MetisAlgorithm=3;Mesh.MshFileVersion=4.1;" -saveall ...
    '/home/cuvelier/Travail/Recherch/Matlab/fc-config/build/tmpdir/packages/fc_oogmsh-0.3.1/meshes/condenser110C-25.msh' -o ...
    '/home/cuvelier/Travail/Recherch/Matlab/fc-config/build/tmpdir/packages/fc_oogmsh-0.3.1/meshes/condenser110C-25-part5.msh'
Be patient...
[fc-oogmsh] Starting building mesh <fc-oogmsh>/meshes/condenser110C-25-part5.msh with gmsh 4.13.1
[fc-oogmsh] Using command : gmsh -2 -part 5 -string "Mesh.MetisAlgorithm=3;Mesh.MshFileVersion=4.1;" -saveall <fc-oogmsh>/meshes/condenser110C-25.msh -o ...
    <fc-oogmsh>/meshes/condenser110C-25-part5.msh
Be patient...
[fc-oogmsh] gmsh output :
Info : Running '/home/cuvelier/bin/gmsh -2 -part 5 -string Mesh.MetisAlgorithm=3;Mesh.MshFileVersion=4.1; -saveall <fc-oogmsh>/meshes/condenser110C-25.msh ...
    -o <fc-oogmsh>/meshes/condenser110C-25-part5.msh' [Gmsh 4.13.1, 1 node, max. 1 thread]
Info : Started on Thu Jan 30 12:46:41 2025
Info : Reading '<fc-oogmsh>/meshes/condenser110C-25.msh'...
Info : 31 entities
Info : 2069 nodes
Info : 4146 elements
Info : Done reading '<fc-oogmsh>/meshes/condenser110C-25.msh'
Info : Meshing 1D...
Info : Done meshing 1D (Wall 3.6548e-05s, CPU 0.000192s)
Info : Meshing 2D...
Info : Done meshing 2D (Wall 2.8022e-05s, CPU 0.000144s)
Info : 2069 nodes 4159 elements
Info : Partitioning mesh...
Info : Running METIS with npart:5, sizeof(idx_t):64, ptype:default, ufactor:default, ctype:shem, rtype:greedy, objtype:cut, minconn:default
Info : 5 partitions, 125 total edge-cuts
Info : Done partitioning mesh (Wall 0.00788158s, CPU 0.024052s)
Info : - Repartition of 13 points: 1(min) 3(max) 2.6(avg)
Info : - Repartition of 237 lines: 42(min) 52(max) 47.4(avg)
Info : - Repartition of 3909 triangles: 781(min) 783(max) 781.8(avg)
Info : Creating partition topology...
Info : - Creating partition curves
Info : - Creating partition points
Info : Done creating partition topology (Wall 0.00125486s, CPU 0.005925s)
Info : Writing '<fc-oogmsh>/meshes/condenser110C-25-part5.msh'...
Info : Done writing '<fc-oogmsh>/meshes/condenser110C-25-part5.msh'
Info : Stopped on Thu Jan 30 12:46:41 2025 (From start: Wall 0.0237639s, CPU 0.102332s)

[fc-oogmsh] Using gmsh 4.13.1 to write MSH file format version 4.1 in <fc-oogmsh>/meshes/condenser110C-25-part5.msh
```

3.5 function `fc_oogmsh.gmsh.buildpartmesh3d`

This function uses `gmsh` and a `.msh` file (containing of a 3D-mesh) to generate a 3D partioned mesh. See function `gmsh.buildpartmesh2d` for usage and options (section 3.4).

3.6 function `fc_oogmsh.gmsh.buildpartmesh3ds`

This function uses `gmsh` and a `.msh` file (containing of a 3D surface mesh) to generate a 3D partioned surface mesh. See function `gmsh.buildpartmesh2d` for usage and options (section 3.4).

3.7 function `fc_oogmsh.gmsh.buildPartRectangle`

This function uses `gmsh` and the `geodir/rectanglepart.geo` file to generate a 2D regular partioned mesh of the rectangle $[0, L_x] \times [0, L_y]$ with $N_x \times N_y$ partitions.

Syntaxe

```
meshfile=fc_oogmsh.gmsh.buildpartrectangle(Lx,Ly,Nx,Ny,N)

meshfile=fc_oogmsh.gmsh.buildpartrectangle(Lx,Ly,Nx,Ny,N, Name, Value)
```

Description

`meshfile=fc_oogmsh.gmsh.buildpartrectangle(Lx,Ly,Nx,Ny,N)` create a 2D regular partitioned mesh using `gmsh` of the rectangle $[0, L_x] \times [0, L_y]$ with $N_x \times N_y$ partitions. The `N` parameter is passed to `gmsh` to set the prescribed mesh element size at the points. As output return a file name (with full path) corresponding to the partitioned mesh generated by `gmsh`. The default output file name is construct as following :

```
sprintf('rectanglepart-Lx%.3f-Ly%.3f-Nx%d-Ny%d-N%d.msh', Lx, Ly, Nx, Ny, N)
```

`meshfile=fc_oogmsh.gmsh.buildpartrectangle(Lx,Ly,Nx,Ny,N,Name,Value, ...)` specifies function options using one or more `Name,Value` pair arguments (see the `fc_oogmsh.gmsh.buildmesh2d`, section 3.1).

Examples All the following examples ...

Octave code with output

```
pmfile=fc_oogmsh.gmsh.buildpartrectangle(1,1,3,2,100,'force',true);
```

```
[fc-oogmsh] Input file : <fc-oogmsh>/geodir/2d/rectanglepart.geo
[fc-oogmsh] Starting building mesh <fc-oogmsh>/meshes/rectanglepart-Lx1.000-Ly1.000-Nx3-Ny2-N100.msh with gmsh 4.13.1
[fc-oogmsh] Using command : 'gmsh -2 -string "Mesh.MshFileVersion=4.1;" -setnumber N 100 -setnumber NX 3 -setnumber NY 2 -setnumber LX 1 -setnumber LY 1 ...
<fc-oogmsh>/geodir/2d/rectanglepart.geo -o <fc-oogmsh>/meshes/rectanglepart-Lx1.000-Ly1.000-Nx3-Ny2-N100.msh
Be patient...
[fc-oogmsh] Using gmsh 4.13.1 to write MSH file format version 4.1 in <fc-oogmsh>/meshes/rectanglepart-Lx1.000-Ly1.000-Nx3-Ny2-N100.msh
```

Octave code with output

```
pmfile=fc_oogmsh.gmsh.buildpartrectangle(1,1,3,2,100,'verbose',4, ...
'force',true,'meshfile','./toto.msh');
```

```
[fc-oogmsh] Input file : <fc-oogmsh>/geodir/2d/rectanglepart.geo
[fc-oogmsh] Starting building mesh ./toto.msh with gmsh 4.13.1
[fc-oogmsh] Using command : '/home/cuvelier/bin/gmsh' -2 -string "Mesh.MshFileVersion=4.1;" -setnumber N 100 -setnumber NX 3 -setnumber NY 2 -setnumber LX 1 ...
-setnumber LY 1 '/home/cuvelier/Travail/Recherche/Matlab/fc-config/build/tmpdir/packages/fc_oogmsh-0.3.1/geodir/2d/rectanglepart.geo' -o './toto.msh'
Be patient...
[fc-oogmsh] Starting building mesh ./toto.msh with gmsh 4.13.1
[fc-oogmsh] Using command : 'gmsh -2 -string "Mesh.MshFileVersion=4.1;" -setnumber N 100 -setnumber NX 3 -setnumber NY 2 -setnumber LX 1 -setnumber LY 1 ...
<fc-oogmsh>/geodir/2d/rectanglepart.geo -o ./toto.msh
Be patient...
[fc-oogmsh] gmsh output :
Info : Running '/home/cuvelier/bin/gmsh -2 -string Mesh.MshFileVersion=4.1; -setnumber N 100 -setnumber NX 3 -setnumber NY 2 -setnumber LX 1 -setnumber LY 1 ...
<fc-oogmsh>/geodir/2d/rectanglepart.geo -o ./toto.msh' [Gmsh 4.13.1, 1 node, max. 1 thread]
Info : Started on Thu Jan 30 12:46:46 2025
Info : Reading '<fc-oogmsh>/geodir/2d/rectanglepart.geo'...
Info : Reading '<fc-oogmsh>/geodir/2d/partitions01_data.geo'...
Info : Done reading '<fc-oogmsh>/geodir/2d/partitions01_data.geo'
Info : Reading '<fc-oogmsh>/geodir/2d/partitions_shape.geo'...
Info : Done reading '<fc-oogmsh>/geodir/2d/partitions_shape.geo'
Info : Done reading '<fc-oogmsh>/geodir/2d/rectanglepart.geo'
Info : Meshing 1D...
Info : [ 0%] Meshing curve 1 (Line)
Info : [ 10%] Meshing curve 2 (Line)
Info : [ 20%] Meshing curve 3 (Line)
Info : [ 20%] Meshing curve 4 (Line)
Info : [ 30%] Meshing curve 5 (Line)
Info : [ 30%] Meshing curve 6 (Line)
Info : [ 40%] Meshing curve 7 (Line)
Info : [ 50%] Meshing curve 8 (Line)
Info : [ 50%] Meshing curve 9 (Line)
Info : [ 60%] Meshing curve 10 (Line)
Info : [ 70%] Meshing curve 11 (Line)
Info : [ 80%] Meshing curve 12 (Line)
Info : [ 80%] Meshing curve 13 (Line)
Info : [ 90%] Meshing curve 14 (Line)
Info : [ 90%] Meshing curve 15 (Line)
Info : [ 90%] Meshing curve 16 (Line)
Info : [100%] Meshing curve 17 (Line)
Info : Done meshing 1D (Wall 0.00120663s, CPU 0.005834s)
Info : Meshing 2D...
Info : [ 0%] Meshing surface 19 (Plane, Frontal-Delaunay)
Info : [ 20%] Meshing surface 21 (Plane, Frontal-Delaunay)
Info : [ 40%] Meshing surface 23 (Plane, Frontal-Delaunay)
Info : [ 60%] Meshing surface 25 (Plane, Frontal-Delaunay)
Info : [ 70%] Meshing surface 27 (Plane, Frontal-Delaunay)
Info : [ 90%] Meshing surface 29 (Plane, Frontal-Delaunay)
Info : Done meshing 2D (Wall 0.197834s, CPU 0.459474s)
Info : 12087 nodes 24486 elements
Info : Writing './toto.msh'...
Info : Done writing './toto.msh'
Info : Stopped on Thu Jan 30 12:46:47 2025 (From start: Wall 0.219418s, CPU 0.495395s)

[fc-oogmsh] Using gmsh 4.13.1 to write MSH file format version 4.1 in ./toto.msh
```

4 ooGmsh4 class (version 4.x)

The `ooGmsh4` class can be used to read `gmsh` mesh files with the MSH ASCII file format version 4.1 since `gmsh 4.1.0` ([4], section 9.1) or version 4.0 since `gmsh 4.0.0`.

The `gmsh`'s native "MSH" file format (version 4.x) is used to store meshes and associated post-processing datasets either save as an ASCII file or a binary file with extension `.msh`. The focus of the `ooGmsh4` class is to read only meshes contained in an ASCII file. Currently, it is not planned to read post-processing datasets.

As described in [4], section 9.1: *the MSH file format version 4 (current revision: version 4.1) contains one mandatory section giving information about the file (\$MeshFormat), followed by several optional sections defining the physical group names (\$PhysicalName), the elementary geometrical enti-*

ties (`$Entities`), the partitioned entities (`$PartitionedEntities`), the nodes (`$Nodes`), the elements (`$Elements`), the periodicity relations (`$Periodic`), the ghost elements (`$GhostElements`) and the post-processing datasets (`$NodeData`, `$ElementData`, `$ElementNodeData`).

For each section, the `ooGmsh4` class has a property with corresponding name. The properties of this class are:

Properties of <code>ooGmsh4</code> class	
<code>dim</code>	: space dimension (2 or 3)
<code>nq</code>	: number of nodes/vertices.
<code>q</code>	: nodes/vertices array with dimension <code>dim-by-nq</code> .
<code>toGlobal</code>	: ...
<code>MeshFormat</code>	: structure
<code>PhysicalNames</code>	: (optional), array of <code>PhysicalName</code> structure
<code>Entities</code>	: structure
<code>PartitionedEntities</code>	: (optional) structure
<code>Nodes</code>	: structure
<code>Elements</code>	: structure
<code>PeriodicLinks</code>	: (optional), array of <code>PeriodicLink</code> structure

The structures `MeshFormat`, `PhysicalNames`, `Entities`, `PartitionedEntities`, `Nodes`, `Elements` and `PeriodicLinks` are described in section 4.2. In the following subsections, `Gh` is an `ooGmsh4` object.

4.1 Methods

4.1.1 `ooGmsh4` constructor

The `ooGmsh4` class have only one constructor :

```
Gh=fc_oogmsh.ooGmsh4(meshfile)
Gh=fc_oogmsh.ooGmsh4(meshfile, 'verbosity', Value)
```

where `meshfile` is the name of ... a mesh file. The `'verbosity'` Key/Value option can be used to print some informations, when reading the file `meshfile`, if `Value` is `true`. Default is `false`

Octave code with output

```
fprintf('1)\Building the mesh\n')
meshfile=fc_oogmsh.gmsh.buildmesh2d('condenser',10, ...
    'verbose',0,'force',true);
fprintf('2)\Reading the mesh\n');
Gh = fc_oogmsh.ooGmsh4(meshfile,'verbose',true);
fprintf('3)\Gh is an ooGmsh4 object containing a MSH file version ...
    %s\n',Gh.MeshFormat.version)
fprintf('3)\Displaying Gh\n');
Gh

1) Building the mesh
2) Reading the mesh
Optional string "$PhysicalNames" not found
Reading $Entities section seem OK
Optional string "$PartitionedEntities" not found
Reading $Nodes section seem OK
Reading $Elements section seem OK
Optional string "$Periodic" not found
-> Gh is an ooGmsh4 object containing a MSH file version 4.1
3) Displaying Gh
Gh =

fc_oogmsh.ooGmsh4 with properties:
  Elements: (1x1 struct)
  Entities: (1x1 struct)
  Info: (1x1 struct)
  MeshFormat: (1x1 struct)
  Nodes: (1x1 struct)
  PartitionedEntities: []
  PeriodicLinks: []
  PhysicalNames: []
    d: 2 double
    dim: 2 double
    meshfile: (1x10 char)
    nq: 8162 double
    orders: 1 double
    partitionedfile: 0 logical
    q: (2x8162 double)
    toGlobal: (1x8162 double)
```

4.1.2 info method

```
info(Gh)
Gh.info()
Gh.info(Key, Value, ...)
```

Description

`Gh.info()`

print informations on class fields with 3 levels of recursivity (i.e. field of field of field).

`Gh.info(Key, Value, ...)`

specifies function options using one or more `Key,Value` pair arguments. The `Key` options can be

- `'maxlevel'` : level of recursivity, default is 3.
- `'tab'` : number of space characters between two levels of recursivity, default is 4.

Octave code with output

```
meshfile=fc_oogmsh.gmsh.buildmesh2d('condenser',6, ...
    'verbose',0,'force',true);
Gh = fc_oogmsh.ooGmsh4(meshfile);
Gh.info('maxlevel',2);
```

```
fc_oogmsh.ooGmsh4 with properties:
[1] Elements : [1 1] struct
[2] numEntityBlocks : [1 1] double
[2] numElements : [1 1] double
[2] minElementTag : [1 1] double
[2] maxElementTag : [1 1] double
[2] EntityBlocks : [1 19] struct
[2] ElementTypes : [1 19] double
[1] Entities : [1 1] struct
[2] numPoints : [1 1] double
[2] Points : [1 11] struct
[2] numCurves : [1 1] double
[2] Curves : [1 10] struct
[2] numSurfaces : [1 1] double
[2] Surfaces : [1 1] struct
[2] numVolumes : [1 1] double
[2] Volumes : [1 0] struct
[1] Info : [1 1] struct
[2] meshfile : [1 109] char
[1] MeshFormat : [1 1] struct
[2] version : [1 3] char
[2] file_type : [1 1] double
[2] data_size : [1 1] double
[1] Nodes : [1 1] struct
[2] numEntityBlocks : [1 1] double
[2] numNodes : [1 1] double
[2] minNodeTag : [1 1] double
[2] maxNodeTag : [1 1] double
[2] EntityBlocks : [1 21] struct
[1] PartitionedEntities : [0 0] double
[1] PeriodicLinks : [0 0] double
[1] PhysicalNames : [0 0] double
[1] d : [1 1] double
[1] dim : [1 1] double
[1] meshfile : [1 109] char
[1] nq : [1 1] double
[1] orders : [1 1] double
[1] partitionedfile : [1 1] logical
[1] q : [2 3036] double
[1] toGlobal : [1 3036] double
```

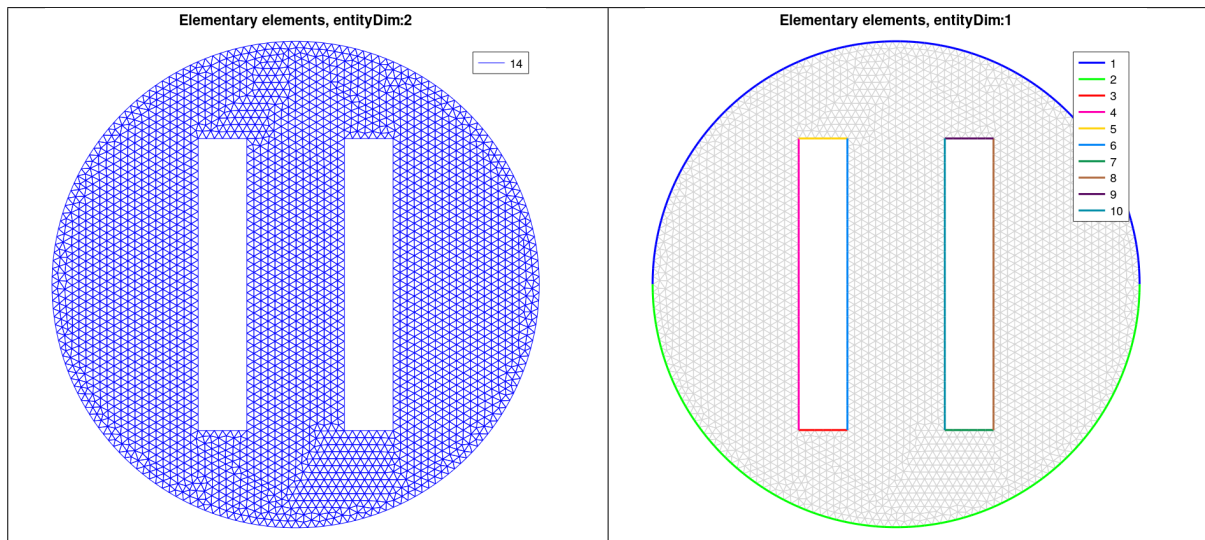


Figure 1: *Elementary Tag* elements of the *geofile condenser.geo*

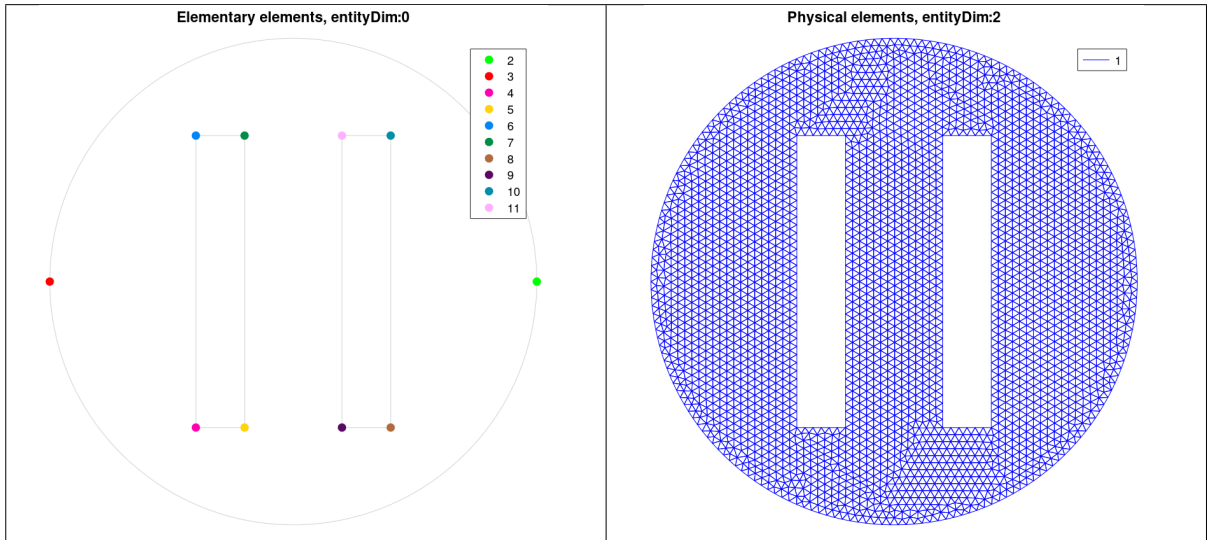


Figure 2: *Physical Tag* elements of the *geofile condenser.geo*

In the *geofile condenser.geo* the *Physical Tags* are created from the *Elementary Tags* as follow

```
...
Physical Line(1) = {1, 2};
Physical Line(98) = {5, 6, 3, 4};
Physical Line(99) = {9, 8, 7, 10};
Physical Surface(1) = {14};
```

4.1.3 `get_ElementaryTags` method

```
eltags=get_ElementaryTags(Gh,EltType)
eltags=Gh.get_ElementaryTags(EltType)
```

Description

```
eltags=Gh.get_ElementaryTags(EltType)
```

returns all the elementary tags associated with elements of type `EltType` as an array with unique elements. `EltType` is described in section ???. For example, `EltType` is 1 for 2-nodes line (i.e 1-simplex of order 1), `EltType` is 2 for 3-nodes triangle (i.e 2-simplex of order 1) and `EltType` is 4 for 4-nodes tetrahedron (i.e 3-simplex of order 1).

Octave code with output

```
eltags1=Gh.get_ElementaryTags(1)
eltags2=Gh.get_ElementaryTags(2)
```

```
eltags1 =
   1   2   3   4   5   6   7   8   9  10

eltags2 = 14
[fc-tools] waiting 2(s) to finish saving figures
```

4.1.4 `get_PhysicalTags` method

```
phtags=get_PhysicalTags(Gh,EltType)
phtags=Gh.get_PhysicalTags(EltType)
```

Description

```
phtags=Gh.get_PhysicalTags(EltType)
```

returns all the elementary tags associated with elements of type `EltType` as an array with unique elements.

Octave code with output

```
phtags1=Gh.get_PhysicalTags(1)
phtags2=Gh.get_PhysicalTags(2)

phtags1 =
    1  98  99

phtags2 = 1
[fc-tools] waiting 2(s) to finish saving figures
```

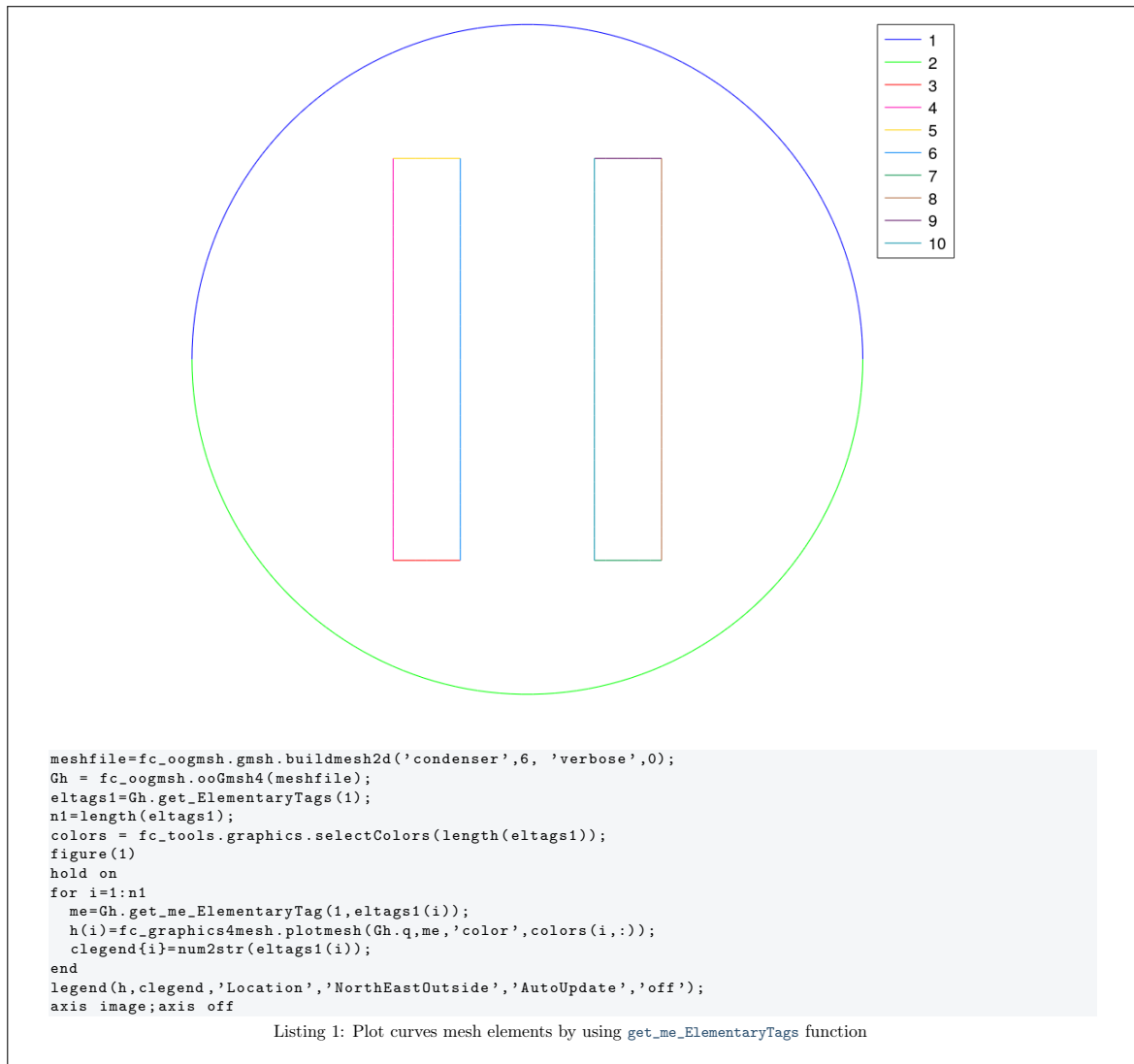
4.1.5 `get_me_ElementaryTag` method

```
me=get_me_ElementaryTag(Gh,EltType,EltTag)
me=Gh.get_me_ElementaryTag(EltType,EltTag)
```

Description

```
me=Gh.get_me_ElementaryTag(EltType,EltTag)
```

returns `me` the connectivity array of mesh elements of type and *elementary tag* given respectively by `EltType` and `EltTag`. This array is associated with the `Gh.q` nodes/vertices array.



4.1.6 `get_me_PhysicalTag` method

```

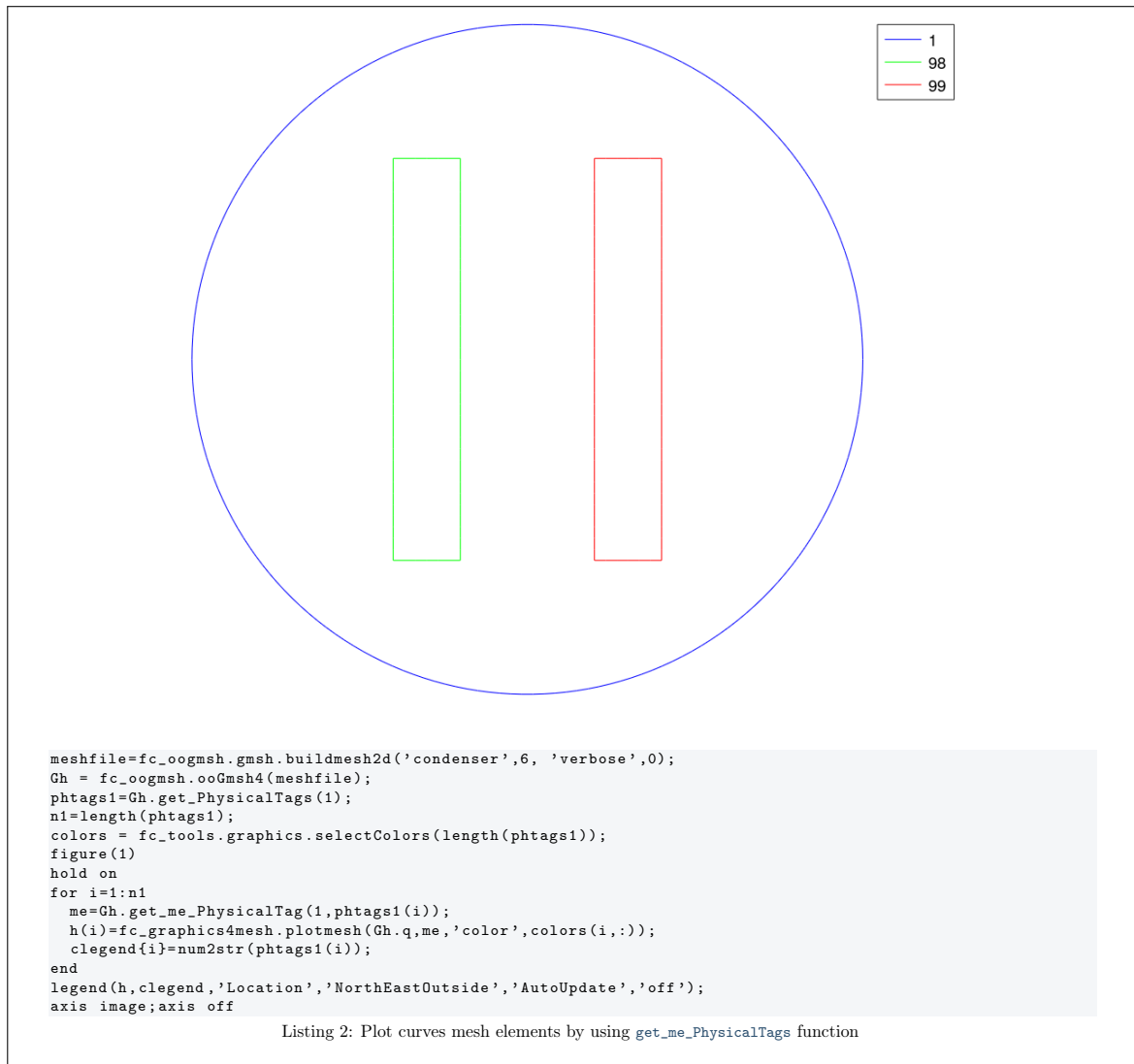
me=get_me_PhysicalTag(Gh,EltType,PhyTag)
me=Gh.get_me_PhysicalTag(EltType,PhyTag)

```

Description

```
get_me_PhysicalTag(Gh,EltType,PhyTag)
```

returns `me` the connectivity array of mesh elements of type and *physical tag* given respectively by `EltType` and `PhyTag`. This array is associated with the `Gh.q` nodes/vertices array.



4.1.7 `get_localmesh_ElementaryTag` method

```

[q,me]=Gh.get_localmesh_ElementaryTag(EltType,EltTag)
[q,me,toGlobal]=Gh.get_localmesh_ElementaryTag(EltType,EltTag)

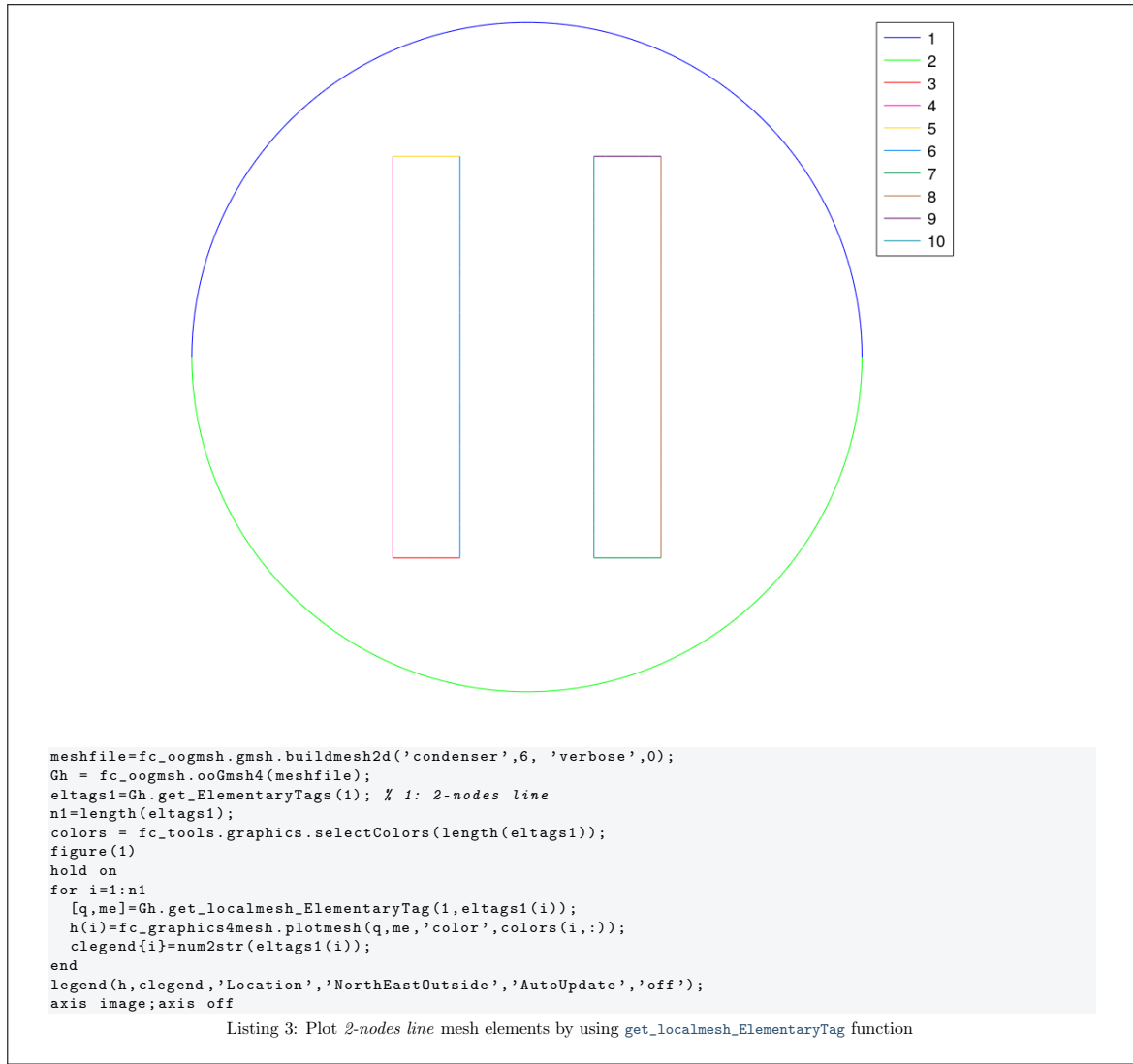
```

```
[q,me]=Gh.get_localmesh_ElementaryTag(EltType,EltTag)
```

returns the *local* nodes/vertices array `q` and the *local* connectivity array `me` of the element of type `EltType` and with *elementary tag* given by `EltTag`.

```
[q,me,toGlobal]=Gh.get_localmesh_ElementaryTag(EltType,EltTag)
```

Also returns the *global* tags array `toGlobal` such that `Gh.q(:,toGlobal)` is equal to `q`.



4.1.8 `get_localmesh_PhysicalTag` method

```

[q,me]=Gh.get_localmesh_PhysicalTag(EltType,PhyTag)
[q,me,toGlobal]=Gh.get_localmesh_PhysicalTag(EltType,PhysicalTag)

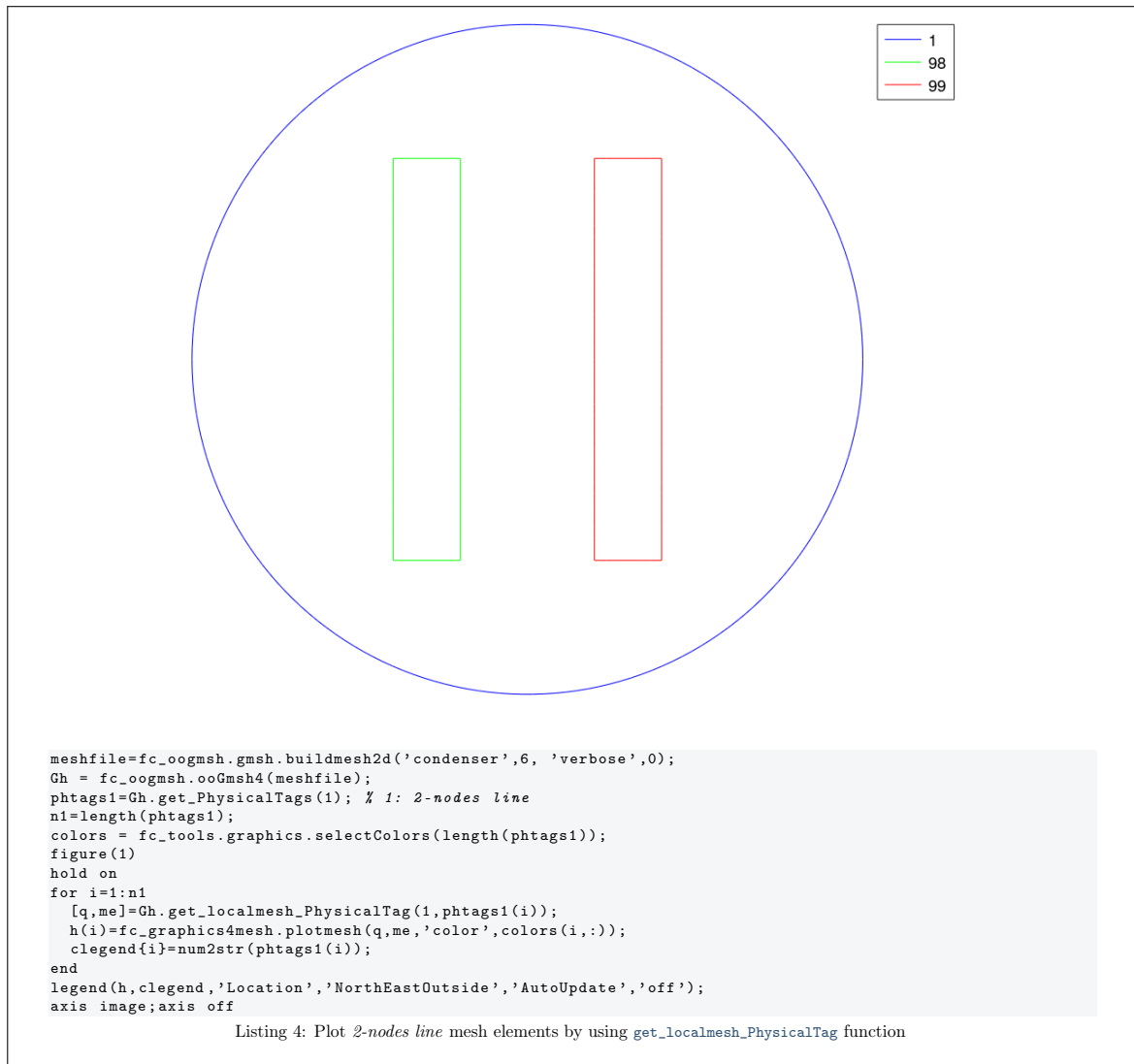
```

```
[q,me]=Gh.get_localmesh_PhysicalTag(EltType,PhyTag)
```

returns the *local* nodes/vertices array `q` and the *local* connectivity array `me` of the elements of type `EltType` and with *PhyTag* given by `PhysicalTag`.

```
[q,me,toGlobal]=Gh.get_localmesh_PhysicalTag(EltType,PhyTag)
```

Also returns the *global* tags array `toGlobal` such that `Gh.q(:,toGlobal)` is equal to `q`.



4.2 Description of properties

Fields of `MeshFormat` structure

<code>version</code>	: string, version of the mesh file format.
<code>file_type</code>	: integer, 0 for ASCII mode, 1 for binary mode.
<code>data_size</code>	: integer, <code>sizeof(size_t)</code>

Fields of the (optional) `PhysicalName` structure

<code>dimension</code>	: integer.
<code>physicalTag</code>	: integer.
<code>name</code>	: string

Fields of the `Entities` structure

<code>numPoints</code>	: integer.
<code>Points</code>	: array of <code>Point</code> structure.
<code>numCurves</code>	: integer.
<code>Curves</code>	: array of <code>Curve</code> structure.
<code>numSurfaces</code>	: integer.
<code>Surfaces</code>	: array of <code>Surface</code> structure.
<code>numVolumes</code>	: integer.
<code>Volumes</code>	: array of <code>Volume</code> structure.

Fields of (optional) `PartitionedEntities` structure

<code>numPartitions</code>	: integer.
<code>numGhostEntities</code>	: integer.
<code>GhostEntities</code>	: array of structure.
<code>numPoints</code>	: integer
<code>Points</code>	: array of structure.
<code>numCurves</code>	: integer
<code>Curves</code>	: array of structure.
<code>numSurfaces</code>	: integer
<code>Surfaces</code>	: array of structure.
<code>numVolumes</code>	: integer.
<code>Volumes</code>	: array of structure.

Fields of `Nodes` structure

<code>numEntityBlocks</code>	: integer.
<code>numNodes</code>	: integer.
<code>minNodeTag</code>	: integer.
<code>maxNodeTag</code>	: integer
<code>EntityBlocks</code>	: array of <code>EntityBlock</code> structure.

Fields of `EntityBlocks` structure of `Nodes`

<code>entityDim</code>	: integer.
<code>entityTag</code>	: integer.
<code>parametric</code>	: integer.
<code>numNodes</code>	: integer.
<code>nodeTags</code>	: 1-by- <code>numNodes</code> array of integer.
<code>Nodes</code>	: 3-by- <code>numNodes</code> array of double.

Fields of `Elements` structure

<code>numEntityBlocks</code>	: integer.
<code>numElements</code>	: integer.
<code>minElementTag</code>	: integer.
<code>maxElementTag</code>	: integer
<code>EntityBlocks</code>	: array of <code>EntityBlock</code> structure.
<code>ElementTypes</code>	: array of .

Fields of `EntityBlocks` structure of `Elements`

<code>entityDim</code>	: integer.
<code>entityTag</code>	: integer.
<code>elementType</code>	: integer.
<code>elementDesc</code>	: structure returned by function <code>gmsh.elm_type_desc(elementType)</code> .
<code>numElementsBlock</code>	: integer.
<code>nodeTags</code>	: n -by- <code>numElementsBlock</code> array. n depends of <code>elementType</code> : $n = \text{elementDesc.nb_nodes}$
<code>elementTags</code>	: 1-by- <code>numElementsBlock</code> array

Fields of `PeriodicLink`

<code>entityDim</code>	: integer.
<code>entityTag</code>	: integer.
<code>entityTagMaster</code>	: integer.
<code>numAffine</code>	:
<code>values</code>	:
<code>numCorrespondingNodes</code>	:
<code>nodeTags</code>	:
<code>nodeTagMasters</code>	:

4.3 Sample 1

The 2d .geo file *condenser.geo* is used to create a .msh file : *condenser-25.msh*. This .msh file contains only 1 (2-node line) and 2 (3-node triangle) *elm-type*.

Octave code with output

```
meshfile=fc_oogmsh.gmsh.buildmesh('condenser',25,'verbose',0,'force',true);  
Gh = fc_oogmsh.oogmsh4(meshfile)
```

Gh =

```
fc_oogmsh.oogmsh4 with properties:  
  Elements: (1x1 struct)  
  Entities: (1x1 struct)  
  Info: (1x1 struct)  
  MeshFormat: (1x1 struct)  
  Nodes: (1x1 struct)  
  PartitionedEntities: []  
  PeriodicLinks: []  
  PhysicalNames: []  
    d: 2 double  
    dim: 2 double  
    meshfile: (1x110 char)  
    ng: 49338 double  
    orders: 1 double  
    partitionedfile: 0 logical  
    q: (2x49338 double)  
    toGlobal: (1x49338 double)
```

4.4 Sample 2

The 3d .geo file *cylinderkey.geo* is used to create a .msh file : *cylinderkey-10.msh*. This .msh file contains 1 (2-node line), 2 (3-node triangle) and 4 (4-node tetrahedron) *elm-type*.

Octave code with output

```
meshfile=fc_oogmsh.gmsh.buildmesh3d('cylinderkey',10, ...  
    'verbose',0,'force',true);  
Gh = fc_oogmsh.ooGmsh4(meshfile)
```

Gh =

```
fc_oogmsh.ooGmsh4 with properties:  
  Elements: (1x1 struct)  
  Entities: (1x1 struct)  
  Info: (1x1 struct)  
  MeshFormat: (1x1 struct)  
  Nodes: (1x1 struct)  
  PartitionedEntities: []  
  PeriodicLinks: []  
  PhysicalNames: []  
    d: 3 double  
    dim: 3 double  
    meshfile: (1x112 char)  
    nq: 5863 double  
    orders: 1 double  
    partitionedfile: 0 logical  
    q: (3x5863 double)  
    toGlobal: (1x5863 double)
```

4.5

Sample 3

The 3d .geo file *ball8.geo* is used to create a 3d surface .msh file : *ball8-50.msh*. This .msh file contains 1 (2-node line), 2 (3-node triangle) and 15 (1-node point) *elm-type*.

Octave code with output

```
meshfile=fc_oogmsh.gmsh.buildmesh3ds('ball8',25, 'verbose',0,'force',true);  
Gh = fc_oogmsh.ooGmsh4(meshfile)
```

Gh =

```
fc_oogmsh.ooGmsh4 with properties:  
  Elements: (1x1 struct)  
  Entities: (1x1 struct)  
  Info: (1x1 struct)  
  MeshFormat: (1x1 struct)  
  Nodes: (1x1 struct)  
  PartitionedEntities: []  
  PeriodicLinks: []  
  PhysicalNames: []  
    d: 2 double  
    dim: 3 double  
    meshfile: (1x106 char)  
    nq: 9740 double  
    orders: 1 double  
    partitionedfile: 0 logical  
    q: (3x9740 double)  
    toGlobal: (1x9740 double)
```

5 ooGmsh2 class (version 2.2)

The `ooGmsh2` class can be used to read `gmsh` mesh files with the MSH ASCII file format (version 2.2) described for example in [3], section 9.1. A MSH file can contain various mesh elements which are identified by an *elm-type* integer given in Appendix A. One can also refer to the `fc_oogmsh.gmsh.elm_type_desc` function, described in Appendix B.1, to obtain information on a given *elm-type*.

When reading a MSH file (format 2.2) generated by `gmsh`, we split the mesh elements by *elm-type* and generate an array of `Elmt` structure. The dimension of this array is the number of different *elm-type* founds on the .msh file.

The `Elmt` structure is given by

Fields of `Elmt` structure

<code>type</code>	: integer, refers to the type of the element : 1 for 2-node line, 2 for 3-node triangle, ... See the <i>elm-type</i> description of [3], section 9.1. Informations on a given <code>type</code> can be obtained by using <code>elt=fc_oogmsh.gmsh.elm_type_desc(type)</code> .
<code>geo</code>	: string, contains the kind of geometry: 'line', 'triangle', 'tetrahedron', ...
<code>d</code>	: integer, space dimension or d-simplex.
<code>order</code>	: integer, order of the element.
<code>nme</code>	: integer, number of mesh elements.
<code>me</code>	: array of <code>nb_nodes</code> -by- <code>nme</code> integers, connectivity array. <code>nb_nodes</code> is equal to <code>elt.nb_nodes</code> where <code>elt=fc_oogmsh.gmsh.elm_type_desc(type)</code> .
<code>phys_lab</code>	: array of <code>nme</code> -by-... integers, physical labels of the elements.
<code>geo_lab</code>	: array of <code>nme</code> -by-... integers, geometrical labels of the elements.
<code>nb_parts</code>	: array of <code>nme</code> -by-1 integers, number of mesh partitions to which the element belongs.
<code>part_lab</code>	: array of <code>nme</code> -by- <code>max(nb_parts)</code> integers, <code>part_lab(i, 1 : nb_parts(i))</code> contains all the partitions index to which the <i>i</i> -th element belongs.

The `ooGmsh2` class was created to store a maximum of(all the) information(s) contained in the `.msh` file. The properties of this class are:

Properties of `ooGmsh` class

<code>dim</code>	: integer space dimension
<code>nq</code>	: integer number of vertices/nodes
<code>q</code>	: <code>dim</code> -by- <code>nq</code> array of reals array of vertex coordinates
<code>types</code>	: array of integers List of the element types found in the mesh file.
<code>orders</code>	: array of integers List of the orders of the element types found in the mesh file.
<code>sElts</code>	: array of <code>Elmt</code> structure One <code>Elmt</code> structure by element type, such that <code>sElts(i)</code> contains all the elements of type <code>types(i)</code> and order <code>orders(i)</code> .

5.1 Methods

5.1.1 `ooGmsh2` constructor

The `ooGmsh2` class have only one constructor :

```
Gh=fc_oogmsh.ooGmsh2(meshfile)
```

where `meshfile` is the name of ... a mesh file

Octave code with output

```
fprintf('1)\Building the mesh\n')
meshfile=fc_oogmsh.gmsh.buildmesh2d('disk3holes',15, ...
    'verbose',0,'force',true,'MshFileVersion','2.2');
fprintf('2)\Reading the mesh\n');
Gh = fc_oogmsh.oogmsh2(meshfile);
fprintf('->\Gh is an oogmsh2 object containing a MSH file version ...
    %s\n',Gh.MeshFormat.version)
fprintf('3)\Displaying Gh\n');
Gh =

1) Building the mesh
2) Reading the mesh
-> Gh is an oogmsh2 object containing a MSH file version 2.2
3) Displaying Gh
Gh =

fc_oogmsh.oogmsh2 with properties:
  Info: (1x1 struct)
 MeshFormat: (1x1 struct)
    d: 2 double
  debug: (1x1 struct)
    dim: 2 double
 meshfile: (1x111 char)
    nq: 910 double
    orders: 1 double
 partitionedfile: 0 logical
    q: (2x910 double)
    sElts: (2x1 struct)
 toGlobal: (1x910 double)
  types: (1x2 double)
```

5.1.2 info method

```
info(Gh)
Gh.info()
Gh.info(Key, Value, ...)
```

Description

`Gh.info()`

print informations on class fields with 3 levels of recursivity (i.e. field of field of field).

`Gh.info(Key, Value, ...)`

specifies function options using one or more `Key,Value` pair arguments. The `Key` options can be

- `'maxlevel'` : level of recursivity, default is 3.
- `'tab'` : number of space characters between two levels of recursivity, default is 4.

Octave code with output

```
meshfile=fc_oogmsh.gmsh.buildmesh2d('disk3holes',15, ...
    'verbose',0,'force',true,'MshFileVersion','2.2');
Gh = fc_oogmsh.ooGmsh2(meshfile);
Gh.info('maxlevel',2);
```

```
fc_oogmsh.ooGmsh2 with properties:
[1] Info : [1 1] struct
[2] meshfile : [1 111] char
[1] MeshFormat : [1 1] struct
[2] version : [1 3] char
[2] file_type : [1 1] double
[2] data_size : [1 1] double
[1] d : [1 1] double
[1] debug : [1 1] struct
[2] Mt : [1824 55] double
[1] dim : [1 1] double
[1] meshfile : [1 111] char
[1] nq : [1 1] double
[1] orders : [1 1] double
[1] partitionnedfile : [1 1] logical
[1] q : [2 910] double
[1] sElts : [2 1] struct
[2] type : [1 1] double
[2] geo : [1 4] char
[2] d : [1 1] double
[2] order : [1 1] double
[2] me : [2 146] double
[2] nme : [1 1] double
[2] phys_lab : [146 1] double
[2] geo_lab : [146 1] double
[2] part_lab : [0 0] double
[2] nb_parts : [146 1] double
[1] toGlobal : [1 910] double
[1] types : [1 2] double
```

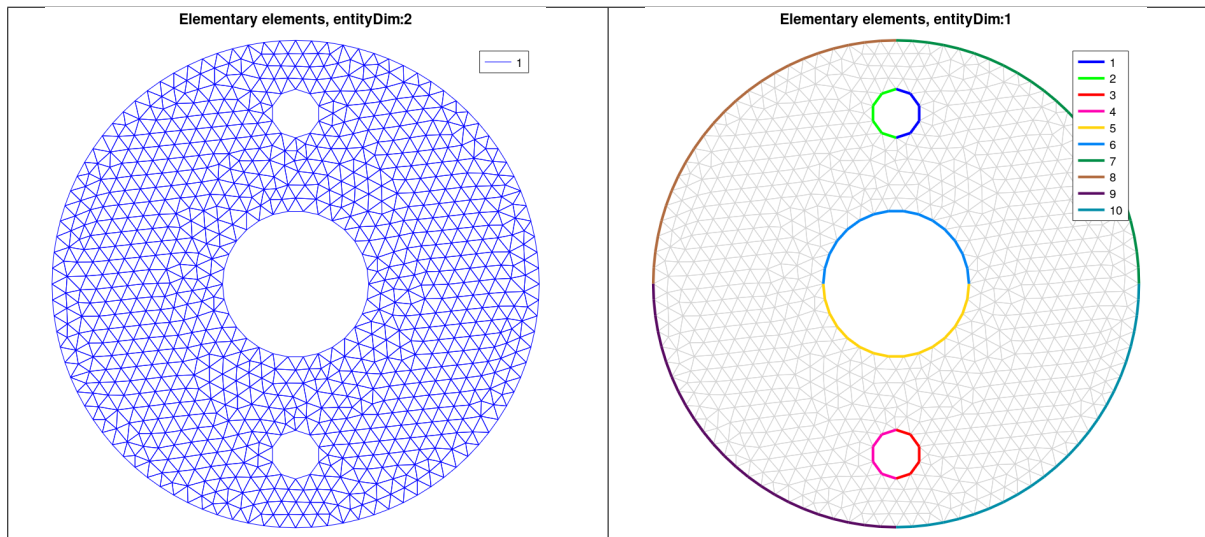


Figure 3: *Elementary Tag* elements of the *geofile* disk3holes.geo

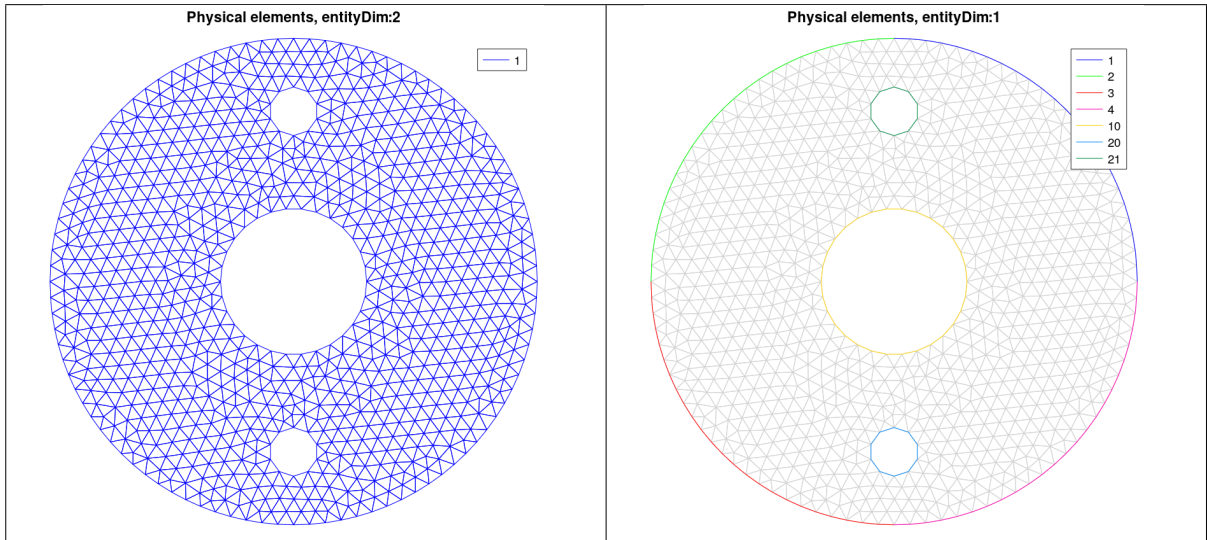


Figure 4: *Physical Tag* elements of the *geofile disk3holes.geo*

In the *geofile disk3holes.geo* the *Physical Tags* are created from the *Elementary Tags* as follow

```
...
Physical Line(10) = {6, 5};
Physical Line(21) = {2, 1};
Physical Line(20) = {4, 3};
Physical Line(1) = {7};
Physical Line(2) = {8};
Physical Line(3) = {9};
Physical Line(4) = {10};
Physical Surface(1) = {1};
```

5.1.3 `get_ElementaryTags` method

```
eltags=get_ElementaryTags(Gh,EltType)
eltags=Gh.get_ElementaryTags(EltType)
```

Description

```
eltags=Gh.get_ElementaryTags(EltType)
```

returns all the elementary tags associated with elements of type `EltType` as an array with unique elements. `EltType` is described in Section A. For example, `EltType` is 1 for 2-nodes line (i.e 1-simplex of order 1), `EltType` is 2 for 3-nodes triangle (i.e 2-simplex of order 1) and `EltType` is 4 for 4-nodes tetrahedron (i.e 3-simplex of order 1).

Octave code with output

```
eltags1=Gh.get_ElementaryTags(1)
eltags2=Gh.get_ElementaryTags(2)

eltags1 =
   1   2   3   4   5   6   7   8   9  10
eltags2 = 1
```

5.1.4 `get_PhysicalTags` method

```
phtags=get_PhysicalTags(Gh,EltType)
phtags=Gh.get_PhysicalTags(EltType)
```

Description

`phtags=Gh.get_PhysicalTags(EltType)`

returns all the physical tags associated with elements of type `EltType` as an array with unique elements. `EltType` is described in Section A.

Octave code with output

```
phtags1=Gh.get_PhysicalTags(1)
phtags2=Gh.get_PhysicalTags(2)

phtags1 =
    1    2    3    4   10   20   21

phtags2 = 1
```

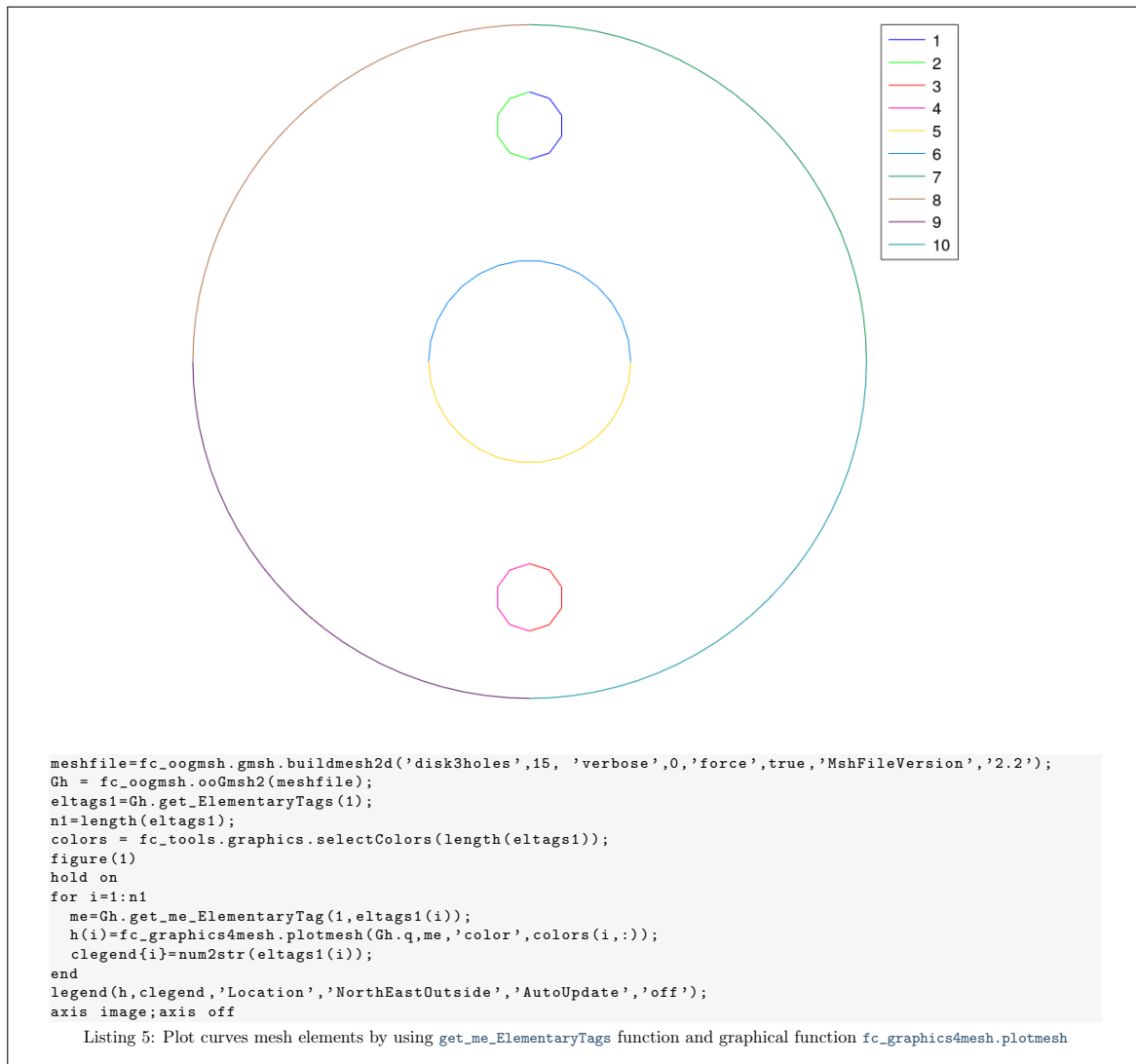
5.1.5 `get_me_ElementaryTag` method

```
me=get_me_ElementaryTag(Gh,EltType,EltTag)
me=Gh.get_me_ElementaryTag(EltType,EltTag)
```

Description

`me=Gh.get_me_ElementaryTag(EltType,EltTag)`

returns `me` the connectivity array of mesh elements of type and *elementary tag* given respectively by `EltType` and `EltTag`. This array is associated with the `Gh.q` nodes/vertices array.



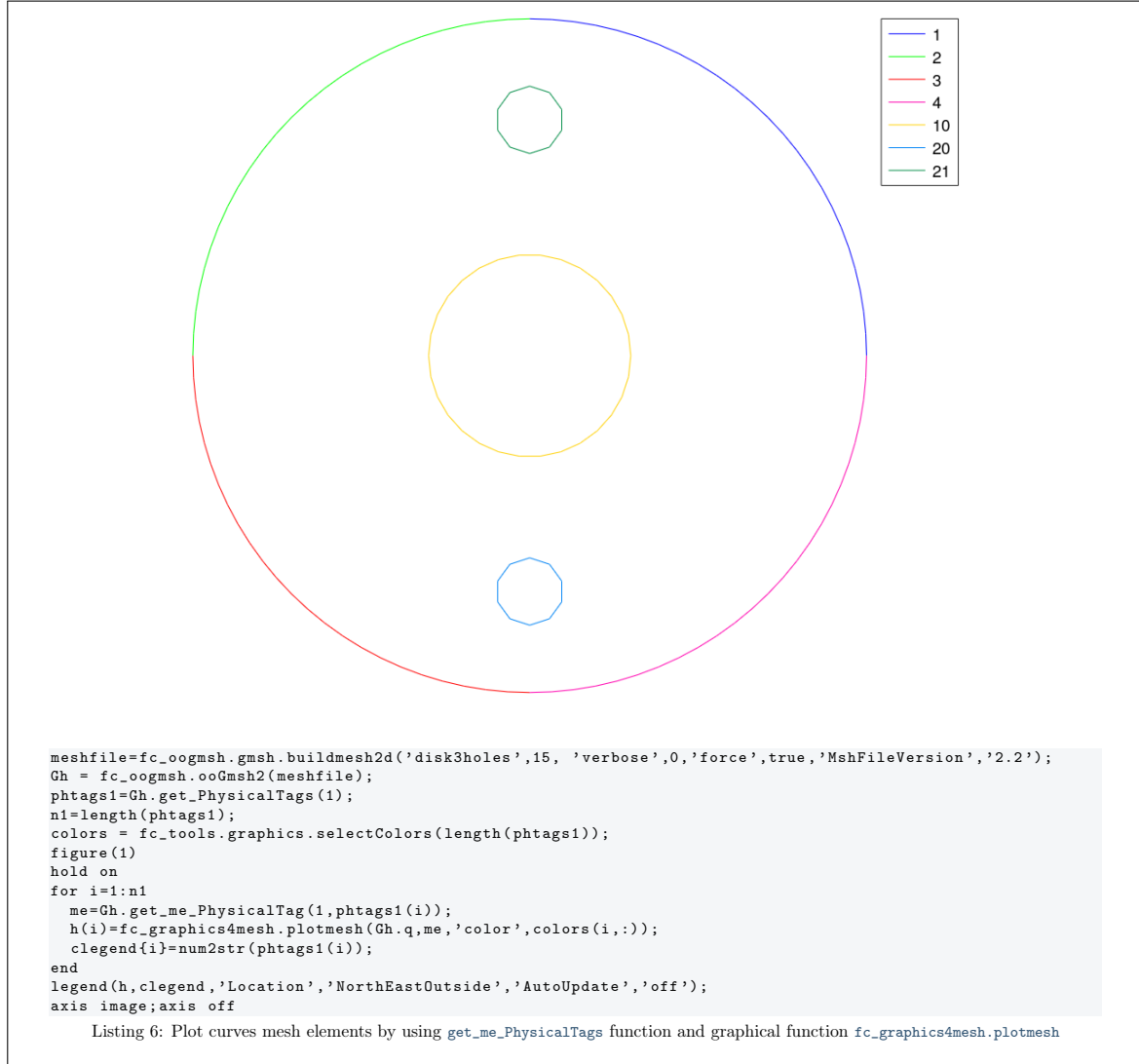
5.1.6 get_me_PhysicalTag method

```
me=get_me_PhysicalTag(Gh,EltType,PhysicalTag)
me=Gh.get_me_PhysicalTag(EltType,PhysicalTag)
```

Description

```
get_me_PhysicalTag(Gh,EltType,PhysicalTag)
```

returns `me` the connectivity array of mesh elements of type and *physical tag* given respectively by `EltType` and `PhysicalTag`.



5.1.7 get_localmesh_ElementaryTag method

```
[q,me]=Gh.get_localmesh_ElementaryTag(EltType,EltTag)
[q,me,toGlobal]=Gh.get_localmesh_ElementaryTag(EltType,EltTag)
```

```
[q,me]=Gh.get_localmesh_ElementaryTag(EltType,EltTag)
```

returns the *local* nodes/vertices array `q` and the *local* connectivity array `me` of the element of type `EltType` and with *elementary tag* given by `EltTag`.

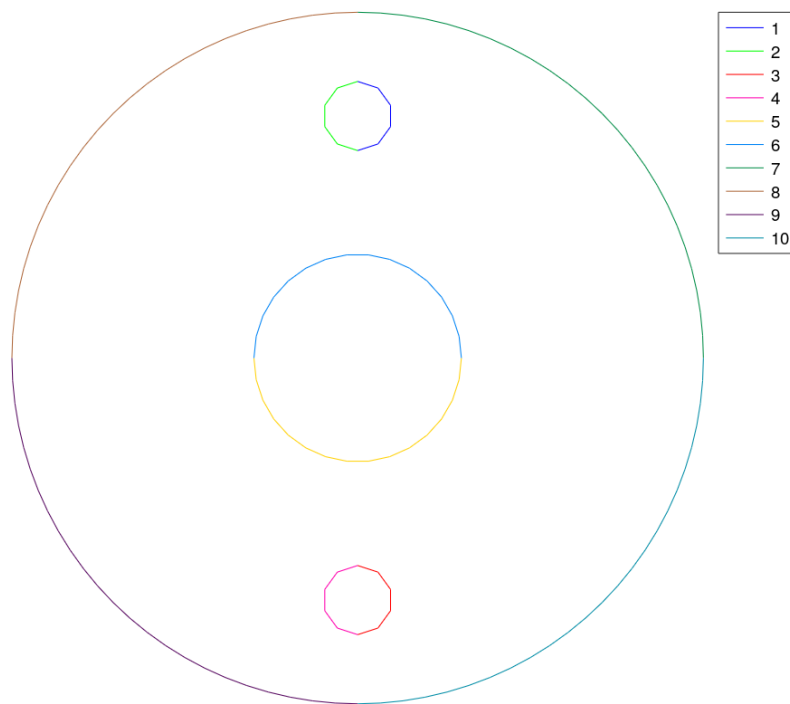
```
[q,me,toGlobal]=Gh.get_localmesh_ElementaryTag(EltType,EltTag)
```

Also returns the *global* tags array `toGlobal` such that `Gh.q(:,toGlobal)` is equal to `q`.

Octave code with output

```
Gh =fc_oogmsh.ooGmsh2(meshfile);
eltags1=Gh.get_ElementaryTags(1);
n1=length(eltags1);
for i=1:n1
    [q,me,toG]=Gh.get_localmesh_ElementaryTag(1,eltags1(i));
    fprintf('d=1, Elem.Tag=%d, \n...
        error=0.5e\n', eltags1(i), norm(Gh.q(:,toG)-q, Inf))
end
```

```
d=1, Elem.Tag=1, error=0.00000e+00
d=1, Elem.Tag=2, error=0.00000e+00
d=1, Elem.Tag=3, error=0.00000e+00
d=1, Elem.Tag=4, error=0.00000e+00
d=1, Elem.Tag=5, error=0.00000e+00
d=1, Elem.Tag=6, error=0.00000e+00
d=1, Elem.Tag=7, error=0.00000e+00
d=1, Elem.Tag=8, error=0.00000e+00
d=1, Elem.Tag=9, error=0.00000e+00
d=1, Elem.Tag=10, error=0.00000e+00
```



```
meshfile=fc_oogmsh.gmsh.buildmesh2d('disk3holes',15, 'verbose',0,'force',true,'MshFileVersion','2.2');
Gh = fc_oogmsh.ooGmsh2(meshfile);
eltags1=Gh.get_ElementaryTags(1);
n1=length(eltags1);
colors = fc_tools.graphics.selectColors(length(eltags1));
figure(1)
hold on
for i=1:n1
    [q,me]=Gh.get_localmesh_ElementaryTag(1,eltags1(i));
    h(i)=fc_graphics4mesh.plotmesh(q,me,'color',colors(i,:));
    clegend{i}=num2str(eltags1(i));
end
legend(h,clegend,'Location','NorthEastOutside','AutoUpdate','off');
axis image;axis off
```

Listing 7: Plot curves mesh elements by using `get_localmesh_ElementaryTag` function and graphical function `fc_graphics4mesh.plotmesh`

5.1.8 `get_localmesh_PhysicalTag` method

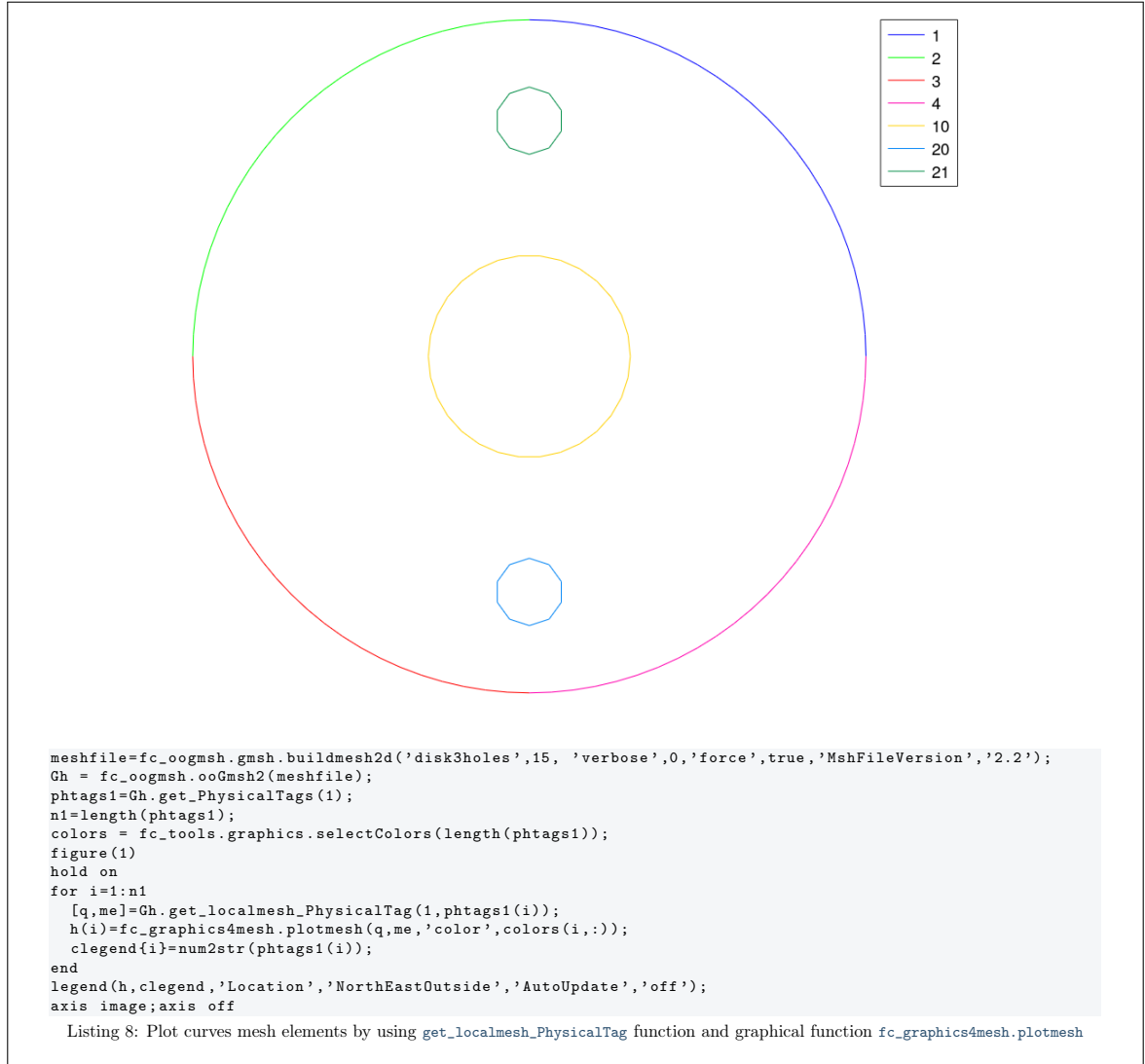
```
[q,me]=Gh.get_localmesh_PhysicalTag(EltType,PhysicalTag)
[q,me,toGlobal]=Gh.get_localmesh_PhysicalTag(EltType,PhysicalTag)
```

```
[q,me]=Gh.get_localmesh_PhysicalTag(EltType,PhysicalTag)
```

returns the *local* nodes/vertices array `q` and the *local* connectivity array `me` of the elements of type `EltType` and with *PhysicalTag* given by `PhysicalTag`.

```
[q,me,toGlobal]=Gh.get_localmesh_PhysicalTag(EltType,PhysicalTag)
```

Also returns the *global* tags array `toGlobal` such that `Gh.q(:,toGlobal)` is equal to `q`.



5.2 Sample 1

The 2d .geo file *condenser.geo* is used to create a .msh file : **condenser-25.msh**. This .msh file contains only 1 (2-node line) and 2 (3-node triangle) *elm-type*.

Matlab code with output

```
meshfile=fc_oogmsh.gmsh.buildmesh('condenser',25,'verbose',0, ...  
    'force',true,'MshFileVersion','2.2');  
Gh = fc_oogmsh.ooGmsh2(meshfile)
```

Gh =

```
fc_oogmsh.ooGmsh2 with properties:  
    Info: (1x1 struct)  
    MeshFormat: (1x1 struct)  
        d: 2 double  
    debug: (1x1 struct)  
    dim: 2 double  
    meshfile: (1x110 char)  
        nq: 49338 double  
    orders: 1 double  
    partitionnedfile: 0 logical  
        q: (2x49338 double)  
    sElts: (3x1 struct)  
    toGlobal: (1x49338 double)  
    types: (1x3 double)
```

5.3

Sample 2

The 3d .geo file *cylinderkey.geo* is used to create a .msh file : *cylinderkey-10.msh*. This .msh file contains 1 (2-node line), 2 (3-node triangle) and 4 (4-node tetrahedron) *elm-type*.

Matlab code with output

```
meshfile=fc_oogmsh.gmsh.buildmesh3d('cylinderkey',10,'verbose',0, ...  
    'force',true,'MshFileVersion','2.2');  
Gh = fc_oogmsh.ooGmsh2(meshfile)
```

Gh =

```
fc_oogmsh.ooGmsh2 with properties:  
    Info: (1x1 struct)  
    MeshFormat: (1x1 struct)  
        d: 3 double  
    debug: (1x1 struct)  
    dim: 3 double  
    meshfile: (1x112 char)  
        nq: 5863 double  
    orders: 1 double  
    partitionnedfile: 0 logical  
        q: (3x5863 double)  
    sElts: (3x1 struct)  
    toGlobal: (1x5863 double)  
    types: (1x3 double)
```

5.4

Sample 3

The 3d .geo file *ball8.geo* is used to create a 3d surface .msh file : *ball8-50.msh*. This .msh file contains 1 (2-node line), 2 (3-node triangle) and 15 (1-node point) *elm-type*.

Matlab code with output

```
meshfile=fc_oogmsh.gmsh.buildmesh3ds('ball8',50,'verbose',0, ...  
    'force',true,'MshFileVersion','2.2');  
Gh = fc_oogmsh.ooGmsh2(meshfile)
```

Gh =

```
fc_oogmsh.ooGmsh2 with properties:  
    Info: (1x1 struct)  
    MeshFormat: (1x1 struct)  
        d: 2 double  
    debug: (1x1 struct)  
    dim: 3 double  
    meshfile: (1x106 char)  
        nq: 37799 double  
    orders: 1 double  
    partitionnedfile: 0 logical  
        q: (3x37799 double)  
    sElts: (3x1 struct)  
    toGlobal: (1x37799 double)  
    types: (1x3 double)
```

In a .msh file the kind of mesh elements are identified by their *elm-type* integer values :

Table 1:

<i>elm-type</i>	description
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)

Continued on next page

Table 1: (Continued)

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)

B Other functions

B.1 function `fc_oogmsh.gmsh.elm_type_desc`

This function returns a structure which contains some informations on a `gmsh elm-type` described in Appendix A.

Syntaxe

```
elt=fc_oogmsh.gmsh.elm_type_desc(type)
```

Octave code with output

```
elt2=fc_oogmsh.gmsh.elm_type_desc(2)
elt4=fc_oogmsh.gmsh.elm_type_desc(4)
elt11=fc_oogmsh.gmsh.elm_type_desc(11)

elt2 =

scalar structure containing the fields:

define = MSH_TRI_3
elm_type = 2
desc = 3-node triangle
nb_nodes = 3
order = 1
incomplete = 0
d = 2
geo = triangle

elt4 =

scalar structure containing the fields:

define = MSH_TET_4
elm_type = 4
desc = 4-node tetrahedron
nb_nodes = 4
order = 1
incomplete = 0
d = 3
geo = tetrahedron

elt11 =

scalar structure containing the fields:

define = MSH_TET_10
elm_type = 11
desc = 10-node second order tetrahedron (4 nodes associated with the vertices and 6 with the edges)
nb_nodes = 10
order = 2
incomplete = 0
d = 3
geo = tetrahedron
```

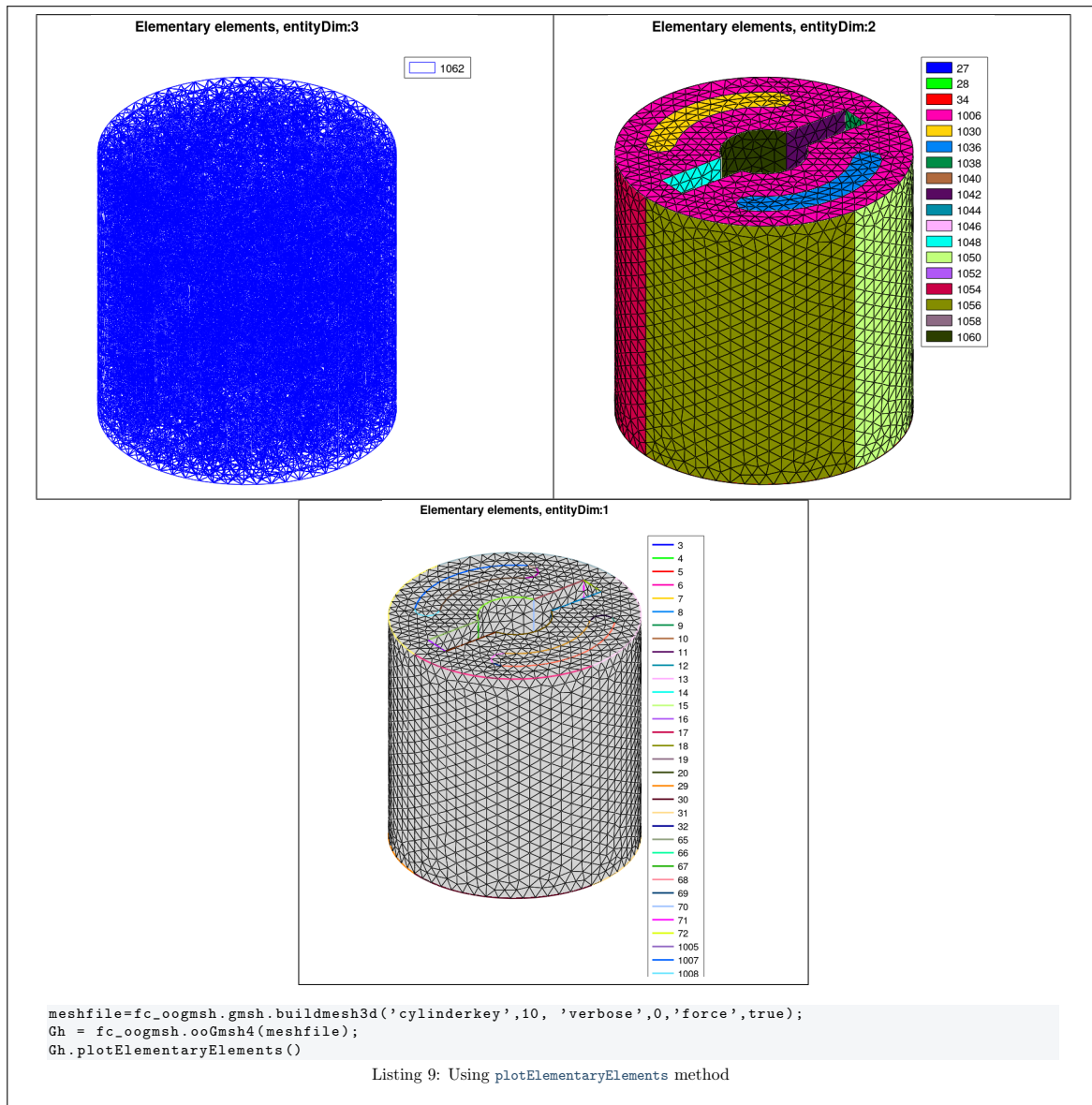
B.2 method `plotElementaryElements`

This function plot *Elementary Elements* of an `ooGmsh2` or `ooGmsh4` object of *Element Type*

- 1, *2-node line* elements,
- 2, *3-node triangle* elements,
- 4, *4-node tetrahedron* elements.

This function uses the `fc-graphics4mesh` package [1] version 0.1.7.

```
Gh.plotElementaryElements()
plotElementaryElements(Gh)
```



B.3 method `plotPhysicalElements`

This function plot *Physical Tags* of an `ooGmsh2` or `ooGmsh4` object of *Element Type*

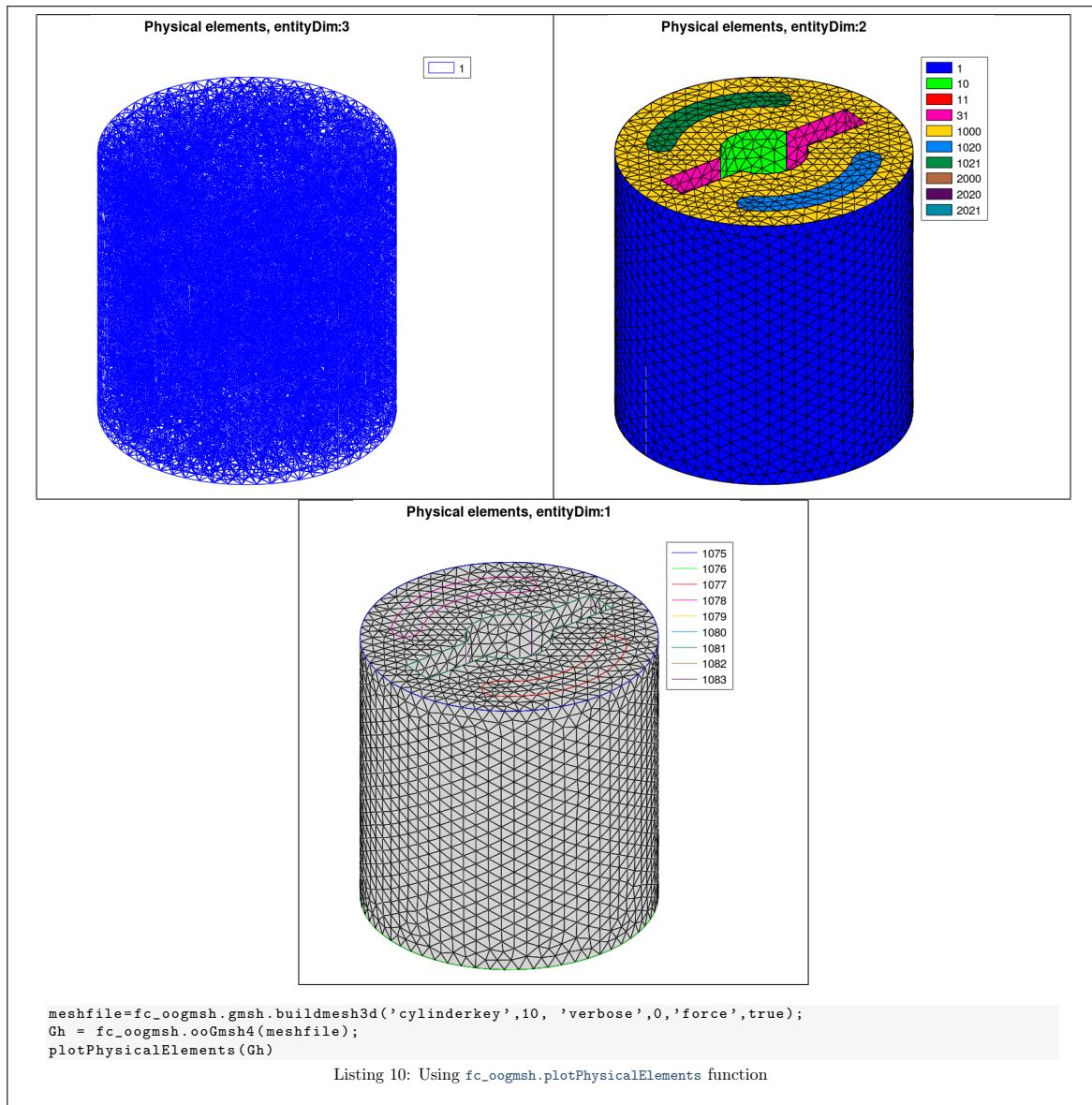
- 1, *2-node line* elements,
- 2, *3-node triangle* elements,
- 4, *4-node tetrahedron* elements.

This function uses the `fc-graphics4mesh` package [1] version 0.1.7.

```

Gh.plotPhysicalElements()
plotPhysicalElements(Gh)

```



B.4 method `plotPartitionElements`

This function can be used with partitioned mesh file built with one of the following functions:

```

fc_oogmsh.gmsh.buildpartmesh3d,
fc_oogmsh.gmsh.buildpartmesh3ds,
fc_oogmsh.gmsh.buildpartmesh2d.

```

This function plot *Partition Tags* of an `ooGmsh2` or `ooGmsh4` object of *Element Type*

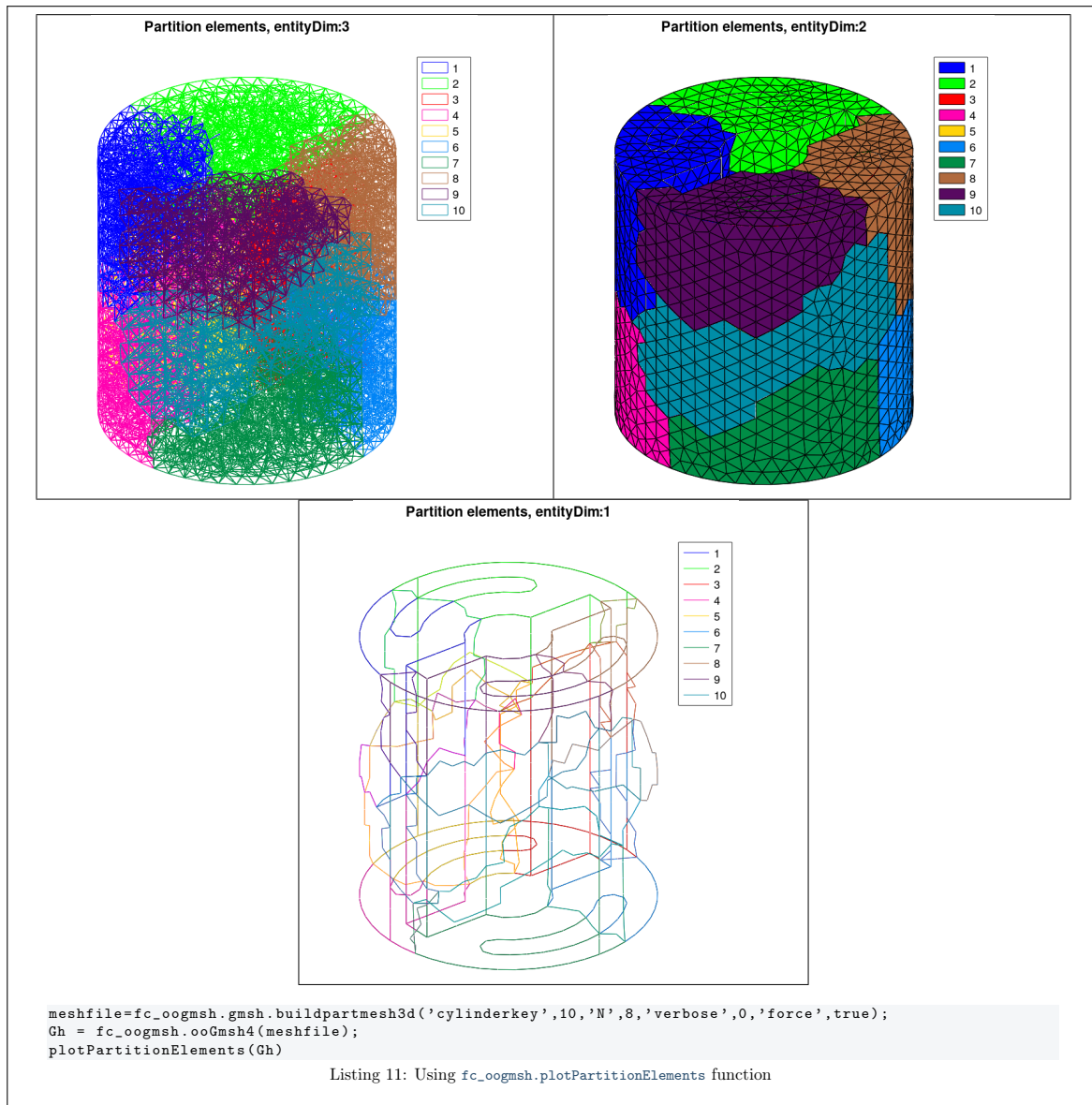
- 1, 2-node line elements,
- 2, 3-node triangle elements,
- 4, 4-node tetrahedron elements.

This function uses the `fc-graphics4mesh` package [1] version 0.1.7.

```

Gh.plotPartitionElements()
plotPartitionElements(Gh)

```



B.5 method `plotInterfaceElements`

This function can be used with partitioned mesh file built with one of the following functions:

```

fc_oogmsh.gmsh.buildpartmesh3d,
fc_oogmsh.gmsh.buildpartmesh3ds,
fc_oogmsh.gmsh.buildpartmesh2d.

```

This function plot *Interface Tags* of the interfaces between partitions of an `ooGmsh2` or `ooGmsh4` object of *Element Type*

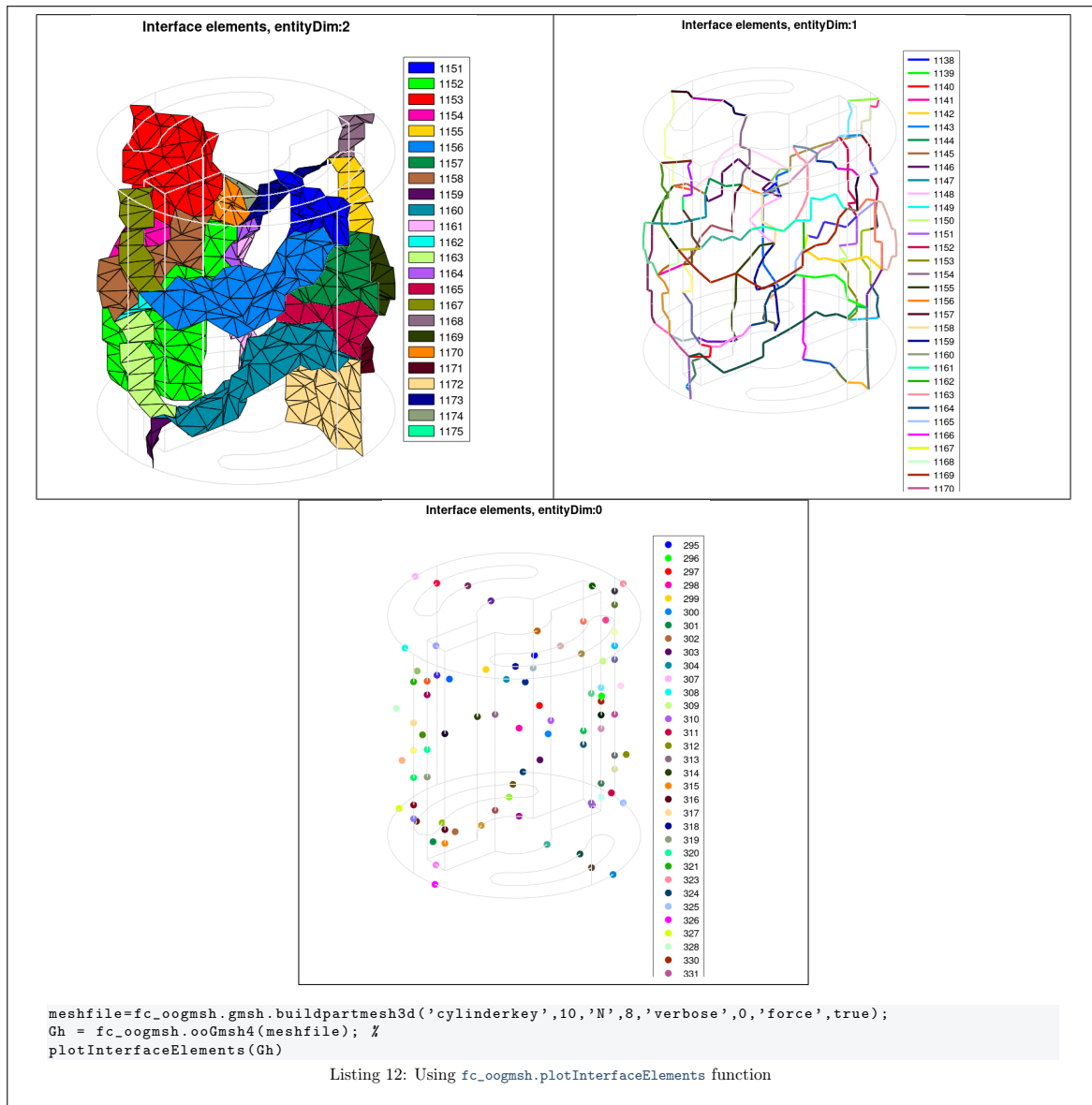
- 1, 2-node line elements,
- 2, 3-node triangle elements,
- 4, 4-node tetrahedron elements.

This function uses the `fc-graphics4mesh` package [1] version 0.1.7.

```

Gh.plotInterfaceElements()
plotInterfaceElements(Gh)

```



B References

- [1] F. Cuvelier. `fc_graphics4mesh`: an Octave package for displaying simplices meshes or datas on simplices meshes. <http://www.math.univ-paris13.fr/~cuvelier/software/>, 2017. User's Guide.
- [2] C. Geuzaine and J.-F. Remacle. Gmsh: A 3-D finite element mesh generator with built-in pre- and post-processing facilities. *International Journal for Numerical Methods in Engineering*, 79(11):1309–1331, 2009.
- [3] C. Geuzaine and J.-F. Remacle. Gmsh 2.15.0. <http://gmsh.info>, 2016.
- [4] C. Geuzaine and J.-F. Remacle. Gmsh 4.2.1. <http://gmsh.info>, 2019.

Informations for git maintainers of the Oogmsh Octave package

git informations on the packages used to build this manual

```
-----
name : fc-oogmsh
tag : 0.3.1
commit : 0b324a10b6d93dae7cb37fc9cf1d811584f1e18a
date : 2025-01-29
time : 08-35-39
status : 0
-----
name : fc-tools
tag : 0.0.36
commit : 00c110c58dff7e001ec8130802d1725abf991f33
date : 2025-01-26
time : 05-09-25
status : 0
-----
name : fc-bench
tag : 0.1.4
commit : b00bc133994a648d8909c4952f01659f8dbb5a8f
date : 2025-01-26
time : 05-13-31
status : 0
-----
name : fc-amat
tag : 0.1.4
commit : c8ac405135a3606b8c2809d9d2dd71ee0989b5b8
date : 2025-01-26
time : 05-19-40
status : 0
-----
name : fc-meshtools
tag : 0.1.5
commit : b7ff9340a05d6fb443c84cc27ca6b13339c2fd81
date : 2025-01-26
time : 07-33-01
status : 0
-----
name : fc-graphics4mesh
tag : 0.1.7
commit : 795429326c1c20a60c186f27df2fef24680a431
date : 2025-01-28
time : 08-12-35
status : 0
-----
```

git informations on the L^AT_EX package used to build this manual

```
-----
name : fctools
tag :
commit : 03d38737a795cdbf4e1a8754470e963cffe83316
date : 2025-01-24
time : 09:58:52
status : 1
-----
```

Using the remote configuration repository:

```
url      ssh://lagagit/MCS/Cuvelier/Matlab/fc-config
commit   27c3da029668900f91e2968ecc7fc7e9e5287a32
```