



fc_oogmsh Python package, User's Guide*

version 0.1.0

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Abstract

The `fc_oogmsh` Python package make it possible by using `gmsh` to generate mesh files (MSH format version 2.2, 4.0 or 4.1) from `.geo` file. It's also possible with the `ooGmsh2` class or with the `ooGmsh4` class to read MSH file respectively in version 2.2 and versions 4.x. This toolbox must be regarded as a very simple interface between `gmsh` files and Python. So you are free to create any objects you want from an `ooGmsh2` object or an `ooGmsh4` object.

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1 Introduction

The `oogmsh` Python toolbox is closely related to `gmsh`, see [4] or [5], 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 toolbox was initially created to make it possible from Python to rapidly

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

The `oogmsh` Python object can be used to create, from a `.msh` file, any objects needed by your project. For example, the `fc-simesh` Python toolbox uses this toolbox to create the `siMESH` object containing all the simplices elements of the mesh.

This package is also provided with some simple graphics tools using the `FC-MATPLOTLIB4MESH` package [1] or `FC-MAYAVI4MESH` package [3].

This package was tested under

| OS | Python | gmsh |
|----------------------|---------------------------------|-----------------------------------|
| CentOS 7.6 | [7] 2.7.16, 3.5.7, 3.6.8, 3.7.3 | 4.3.0, 4.2.3, 4.1.5, 4.0.7, 3.0.6 |
| Debian 9.9 | [7] 2.7.16, 3.5.7, 3.6.8, 3.7.3 | 4.3.0, 4.2.3, 4.1.5, 4.0.7, 3.0.6 |
| Ubuntu 18.04 LTS | [7] 2.7.16, 3.5.7, 3.6.8, 3.7.3 | 4.3.0, 4.2.3, 4.1.5, 4.0.7, 3.0.6 |
| OpenSuse 15.0 | [7] 3.5.7, 3.6.8, 3.7.3 | 4.3.0, 4.2.3, 4.1.5, 4.0.7, 3.0.6 |
| Fedora 29 | [7] 2.7.16, 3.5.7, 3.6.8, 3.7.3 | 4.3.0, 4.2.3, 4.1.5, 4.0.7, 3.0.6 |
| MacOS Mojave 10.14.4 | [7]: 3.5.4, 3.6.8, 3.7.2 | 4.3.0, 4.2.3, 4.1.5, 4.0.7, 3.0.6 |
| Windows 10 (1809) | [7]: 3.6.8, 3.7.3 | 4.3.0, 4.2.3, 4.1.5, 4.0.7, 3.0.6 |

In a first step we quickly present the installation and the configuration of the `oogmsh` toolbox for using the `gmsh` application. Thereafter, we describe the `oogmsh`'s functions which use `gmsh` to create mesh files.

2 Installation and configuration

2.1 Installation

- For an installation without graphic tools which isolated to the current user, one can do:

```
$ pip install --user fc_oogmsh
```

- For an installation without graphic tools for all users, one can do:

```
$ sudo pip install fc_oogmsh
```

For Python 3 installation, `pip3` must be used instead of `pip`.

To enable the graphic tools one has to install at least one of these packages. For example, to use the `FC-MATPLOTLIB4MESH` package:

```
$ pip install --user fc_oogmsh[matplotlib4mesh]
```

One can also install the two packages `FC-MATPLOTLIB4MESH` and `FC-MAYAVI4MESH` :

```
$ pip install --user fc_oogmsh[matplotlib4mesh,mayavi4mesh]
```

2.2 Configuration

One have to configure the package for using with `gmsh`. For the default configuration we run under Python:

```
>>> import fc_oogmsh
>>> fc_oogmsh.configure()
```

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

The `fc_oogmsh.configure()` try to guess where is the `gmsh` binary. If this command failed or if we want to specify the `gmsh` binary location, one can use the `gmsh` option to specify the `gmsh` binary file with full path.

- For example, under Linux:

```
>>> fc_oogmsh.configure(gmsh='/usr/local/GMSH/gmsh-3.0.4-Linux/bin/gmsh')
```

- For example, under Windows:

```
>>> fc_oogmsh.configure(gmsh=r'C:\Users\toto\GMSH\gmsh-3.0.4-Windows\gmsh.exe')
```

Note that the `gmsh` string is given as *raw litteral string* (`r'...'`) to avoid using of escape sequences as `'\n'`, `'\t'`, ...

- For example, under MacOs:

```
>>> fc_oogmsh.configure(gmsh='/Users/toto/GMSH/3.0.4/Gmsh.app/Contents/MacOS/gmsh')
```

Now, it's possible to run one of the demo functions

```
Python code with output

fc_oogmsh.demo02();

*****
Running demo02 function
*****
*** Build mesh file
[fc_oogmsh] Using input file: /fcopt/PYTHON/3.6.8/lib/python3.6/site-packages/fc_oogmsh/geodir/2d/condenser11.geo
[fc_oogmsh] Overwriting mesh file /home/cuvelier/.local/share/fc_oogmsh/meshes/condenser11-25.msh
[fc_oogmsh] Use option verbose=3 to see gmsh output
*** Read mesh file
*** Print oGh ->
ooGmsh4 object
  dim : 2
  d : 2
  types : [1 2]
  nq : 3483
  q : ndarray object[float64], size (2, 3483)
toGlobal: ndarray object[int32], size (3483,)
Entities:<class 'fc_oogmsh.msh.Entities'>
Nodes :<class 'fc_oogmsh.msh.Nodes'>
Elements:<class 'fc_oogmsh.msh.Elements'>
```

3 gmsh interface functions

All the 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.buildmesh2d`

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

Syntaxe

```

meshfile=fc_oogmsh.buildmesh2d(geofile,N)

meshfile=fc_oogmsh.buildmesh2d(geofile,N,Key=Value)

```

Description

`meshfile=fc_oogmsh.buildmesh2d(geofile,N)` create a 2D-mesh using `gmsh` and the `geo` file `geofile`. 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.buildmesh2d(geofile,N,Key=Value, ...)` specifies function options using one or more `Key,Value` pair arguments. The `Key` options can be

- `meshdir` : to specify the directory where the mesh file will be written, (default: output of the function `fc_oogmsh.Sys.getDefaultMeshDir()`)
- `meshfile` : to specify the name of the mesh file. Without directory path, the mesh file is saved in directory given by `meshdir` option. (default: `<meshdir>/<meshfile>-<N>.msh`)
- `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; 1, default; 2, command and `gmsh` output)
- `options` : string which contains command-line options used with `gmsh` (default empty). For example, one can use `options='-string_ Mesh.Algorithm=1;"_string_ Mesh.ScalingFactor=2;"'` (see `gmsh` documentation)
- `MshFileVersion` : to specify the MSH file format version. `Value` could be
 - '2.2' if `gmsh` version $\geq 3.0.0$,
 - '4.0' if `gmsh` version $\geq 4.0.0$,
 - '4.1' if `gmsh` version $\geq 4.2.0$.

Usage of the `N` parameter To illustrate the usage of the `N` parameter, the `square.geo` file, used to mesh the square $[0, L] \times [0, L]$, is given in Listing 1. In this file, the `N` parameter is used to set the `gmsh` parameter `Mesh.CharacteristicLengthFactor`. As we can see in the output of the Python command, the number of vertices in the mesh increase with `N` value.

```

DefineConstant[
  N = {10, Name "Input/1Refine param."},
  L = {1., Name "Input/2Side length"}
];
Mesh.CharacteristicLengthFactor=5*L/N;
Point (1) = {0, 0, 0};
Point (2) = {L, 0, 0};
Point (3) = {L, L, 0};
Point (4) = {0, L, 0};
Line (3) = {1, 2};
Line (2) = {2, 3};
Line (4) = {3, 4};
Line (1) = {4, 1};
Line Loop (100) = { 1, 2, 3, 4};
Plane Surface (1) = {100};
Physical Line(1) = {1};
Physical Line(2) = {2};
Physical Line(3) = {3};
Physical Line(4) = {4};
Physical Surface(1) = {1};
Physical Point(101) = {1};
Physical Point(102) = {2};
Physical Point(103) = {3};
Physical Point(104) = {4};

```

Listing 1: square.geo file

Python code with output

```
meshfile=fc_oogmsh.buildmesh2d('geofiles/square.geo',20,force=True)
oGh1=fc_oogmsh.oGmsh4(meshfile)
print('Generated mesh file:\n->%s'%meshfile)
print('number of vertices:%d'%oGh1.nq)
meshfile=fc_oogmsh.buildmesh2d('geofiles/square.geo',200,
    force=True,verbose=2)
oGh2=fc_oogmsh.oGmsh4(meshfile)
print('Generated mesh file:\n->%s'%meshfile)
print('number of vertices:%d'%oGh2.nq)
```

```
[fc_oogmsh] Using input file: geofiles/square.geo
[fc_oogmsh] Overwriting mesh file /home/cuveilier/.local/share/fc_oogmsh/meshes/square-20.msh
[fc_oogmsh] Use option verbose=3 to see gmsh output
Generated mesh file:
-> /home/cuveilier/.local/share/fc_oogmsh/meshes/square-20.msh
-> number of vertices: 1156
[fc_oogmsh] Using input file: geofiles/square.geo
[fc_oogmsh] Overwriting mesh file /home/cuveilier/.local/share/fc_oogmsh/meshes/square-200.msh
[fc_oogmsh] Use option verbose=3 to see gmsh output
[fc_oogmsh] Command line:
/home/cuveilier/bin/gmsh -2 -setnumber N 200 -string " Mesh.MeshFileVersion=4.1;" "geofiles/square.geo" -o
/home/cuveilier/.local/share/fc_oogmsh/meshes/square-200.msh"
[fc_oogmsh] Running command. Be patient...
Generated mesh file:
-> /home/cuveilier/.local/share/fc_oogmsh/meshes/square-200.msh
-> number of vertices: 106563
```

An another way is given in Listing 2.

```
DefineConstant[
  N = {10, Name "Input/1Refine param."},
  L = {1., Name "Input/2Side length"}
];
h=L/N;
Point (1) = {0, 0, 0, h};
Point (2) = {L, 0, 0, h};
Point (3) = {L, L, 0, h};
Point (4) = {0, L, 0, h};
Line (3) = {1, 2};
Line (2) = {2, 3};
Line (4) = {3, 4};
Line (1) = {4, 1};
Line Loop (100) = { 1, 2, 3, 4};
Plane Surface (1) = {100};
Physical Line(1) = {1};
Physical Line(2) = {2};
Physical Line(3) = {3};
Physical Line(4) = {4};
Physical Surface(1) = {1};
Physical Point(101) = {1};
Physical Point(102) = {2};
Physical Point(103) = {3};
Physical Point(104) = {4};
```

Listing 2: square2.geo file

Python code with output

```
meshfile=fc_oogmsh.buildmesh2d('geofiles/square2.geo',20, force=True)
oGh1=fc_oogmsh.oGmsh4(meshfile)
print('Generated mesh file:\n->%s'%meshfile)
print('number of vertices:%d'%oGh1.nq)
meshfile=fc_oogmsh.buildmesh2d('geofiles/square2.geo',200,
    force=True, verbose=2)
oGh2=fc_oogmsh.oGmsh4(meshfile)
print('Generated mesh file:\n->%s'%meshfile)
print('number of vertices:%d'%oGh2.nq)
```

```
[fc_oogmsh] Using input file: geofiles/square2.geo
[fc_oogmsh] Overwriting mesh file /home/cuveilier/.local/share/fc_oogmsh/meshes/square2-20.msh
[fc_oogmsh] Use option verbose=3 to see gmsh output
Generated mesh file:
-> /home/cuveilier/.local/share/fc_oogmsh/meshes/square2-20.msh
-> number of vertices: 568
[fc_oogmsh] Using input file: geofiles/square2.geo
[fc_oogmsh] Overwriting mesh file /home/cuveilier/.local/share/fc_oogmsh/meshes/square2-200.msh
[fc_oogmsh] Use option verbose=3 to see gmsh output
[fc_oogmsh] Command line:
/home/cuveilier/bin/gmsh -2 -setnumber N 200 -string " Mesh.MeshFileVersion=4.1;" "geofiles/square2.geo" -o
"/home/cuveilier/.local/share/fc_oogmsh/meshes/square2-200.msh"
[fc_oogmsh] Running command. Be patient...
Generated mesh file:
-> /home/cuveilier/.local/share/fc_oogmsh/meshes/square2-200.msh
-> number of vertices: 53302
```

Examples All the following examples use the *.geo* file *condenser11.geo* which is in the directory *geodir/2d* of the toolbox.

Python code with output

```
print('*** fc_oogmsh.buildmesh2d : 1st call ')
meshfile=fc_oogmsh.buildmesh2d('condenser11',25,force=True)
print('*** fc_oogmsh.buildmesh2d : 2nd call ')
meshfile=fc_oogmsh.buildmesh2d('condenser11',25)
```

```
*** fc_oogmsh.buildmesh2d : 1st call
[fc_oogmsh] Using input file: /fcopt/PYTHON/3.6.8/lib/python3.6/site-packages/fc_oogmsh/geodir/2d/condenser11.geo
[fc_oogmsh] Overwriting mesh file /home/cuveilier/.local/share/fc_oogmsh/meshes/condenser11-25.msh
[fc_oogmsh] Use option verbose=3 to see gmsh output
*** fc_oogmsh.buildmesh2d : 2nd call
[fc_oogmsh] Using input file: /fcopt/PYTHON/3.6.8/lib/python3.6/site-packages/fc_oogmsh/geodir/2d/condenser11.geo
[fc_oogmsh] Mesh file /home/cuveilier/.local/share/fc_oogmsh/meshes/condenser11-25.msh already exist.
-> Use "force" flag to rebuild if needed.
```

Python code with output

```
meshfile=fc_oogmsh.buildmesh2d('condenser11',25,force=True, verbose=2,
    options='-string "Mesh.Algorithm=1;" -string "Mesh.ScalingFactor=2;"')
```

```
[fc_oogmsh] Using input file: /fcopt/PYTHON/3.6.8/lib/python3.6/site-packages/fc_oogmsh/geodir/2d/condenser11.geo
[fc_oogmsh] Overwriting mesh file /home/cuveilier/.local/share/fc_oogmsh/meshes/condenser11-25.msh
[fc_oogmsh] Use option verbose=3 to see gmsh output
[fc_oogmsh] Command line:
/home/cuveilier/bin/gmsh -2 -setnumber N 25 -string "Mesh.Algorithm=1;" -string "Mesh.ScalingFactor=2;" -string " Mesh.MeshFileVersion=4.1;"
"/fcopt/PYTHON/3.6.8/lib/python3.6/site-packages/fc_oogmsh/geodir/2d/condenser11.geo" -o
"/home/cuveilier/.local/share/fc_oogmsh/meshes/condenser11-25.msh"
[fc_oogmsh] Running command. Be patient...
```

3.2 function `fc_oogmsh.buildmesh3d`

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

3.3 function `fc_oogmsh.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 `fc_oogmsh.buildmesh2d` for usage and options.

3.4 function `fc_oogmsh.buildpartmesh2d`

This function uses *gmsh* and a *.msh* file (containing of a 2D-mesh) to generate and save a 2D partitioned mesh. Returns the filename of the partitioned mesh.

Syntaxe

```
pmfile=fc_oogmsh.buildpartmesh2d(meshfile,np)
pmfile=fc_oogmsh.buildpartmesh2d(meshfile,np,Key=Value)
```

Description

`pmfile=fc_oogmsh.buildpartmesh2d(meshfile,np)` create a 2D partitioned mesh using `gmsh` and the `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`

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

- `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; ...)
- `options` : string which contains command-line options used with `gmsh` (see `gmsh` documentation)

Examples All the following examples use the `meshfile` as output of the command :

```
meshfile=fc_oogmsh.buildmesh2d('condenser11',25);
```

Python code with output

```
print('*** Building the mesh')
meshfile=fc_oogmsh.buildmesh2d('condenser11',25)
print('*** Partitioning the mesh')
pmfile=fc_oogmsh.buildpartmesh(meshfile,5,force=True)

*** Building the mesh
[fc_oogmsh] Using input file: /fcopt/PYTHON/3.6.8/lib/python3.6/site-packages/fc_oogmsh/geodir/2d/condenser11.geo
[fc_oogmsh] Mesh file /home/cuvelier/.local/share/fc_oogmsh/meshes/condenser11-25.msh already exist.
-> Use "force" flag to rebuild if needed.
*** Partitioning the mesh
[fc_oogmsh] Using input file: /home/cuvelier/.local/share/fc_oogmsh/meshes/condenser11-25.msh
[fc_oogmsh] Overwriting mesh file /home/cuvelier/.local/share/fc_oogmsh/meshes/condenser11-25-part5.msh
[fc_oogmsh] Use option verbose=3 to see gmsh output
```

Python code with output

```
print ('***_Building_the_mesh')
meshfile=fc_oogmsh.buildmesh2d('condenser11',25, verbose=1)
print ('***_Partitioning_the_mesh')
pmfile=fc_oogmsh.buildpartmesh(meshfile,5,force=True, verbose=3,
    options='-string Mesh.MetisAlgorithm=3;')

*** Building the mesh
[fc_oogmsh] Using input file: /fcopt/PYTHON/3.6.8/lib/python3.6/site-packages/fc_oogmsh/geodir/2d/condenser11.geo
[fc_oogmsh] Mesh file /home/cuveilier/.local/share/fc_oogmsh/meshes/condenser11-25.msh already exist.
-> Use "force" flag to rebuild if needed.
*** Partitioning the mesh
[fc_oogmsh] Using input file: /home/cuveilier/.local/share/fc_oogmsh/meshes/condenser11-25.msh
[fc_oogmsh] Overwriting mesh file /home/cuveilier/.local/share/fc_oogmsh/meshes/condenser11-25-part5.msh
[fc_oogmsh] Command line:
/home/cuveilier/bin/gmsh -2 -saveall -part 5 -string "Mesh.MetisAlgorithm=3;" -string " Mesh.MshFileVersion=4.1;"
"/home/cuveilier/.local/share/fc_oogmsh/meshes/condenser11-25.msh" -o "/home/cuveilier/.local/share/fc_oogmsh/meshes/condenser11-25-part5.msh"
[fc_oogmsh] Running command. Be patient...
[fc_oogmsh] Printing command output:
Info : Running '/home/cuveilier/bin/gmsh -2 -saveall -part 5 -string Mesh.MetisAlgorithm=3; -string Mesh.MshFileVersion=4.1;
/home/cuveilier/.local/share/fc_oogmsh/meshes/condenser11-25.msh -o /home/cuveilier/.local/share/fc_oogmsh/meshes/condenser11-25-part5.msh' [Gmsh 4.2.2, 1
node, max. 1 thread]
Info : Started on Sat May 11 08:40:47 2019
Info : Reading '/home/cuveilier/.local/share/fc_oogmsh/meshes/condenser11-25.msh' ...
Info : 3080 nodes
Info : 6262 elements
Info : Done reading '/home/cuveilier/.local/share/fc_oogmsh/meshes/condenser11-25.msh'
Info : Meshing 1D...
Info : Done meshing 1D (1.2e-05 s)
Info : Meshing 2D...
Info : Done meshing 2D (1.3e-05 s)
Info : 3089 vertices 6311 elements
Info : Partitioning mesh...
Info : Running METIS graph partitioner
Info : 5 partitions, 165 total edge-cuts
Info : Done partitioning mesh (0.019025 s)
Info : - Repartition of 49 point(s): 6(min) 19(max) 9.8(avg)
Info : - Repartition of 360 line(s): 68(min) 76(max) 72(avg)
Info : - Repartition of 5902 triangle(s): 1180(min) 1181(max) 1180.4(avg)
Info : Creating partition topology...
Info : - Creating partition edges
Info : - Creating partition vertices
Info : Done creating partition topology (0.001871 s)
Info : Writing '/home/cuveilier/.local/share/fc_oogmsh/meshes/condenser11-25-part5.msh'...
Info : Done writing '/home/cuveilier/.local/share/fc_oogmsh/meshes/condenser11-25-part5.msh'
Info : Stopped on Sat May 11 08:40:47 2019
```

3.5 function `fc_oogmsh.buildpartmesh3d`

This function uses `gmsh` and a `.msh` file (containing of a 3D-mesh) to generate a 3D partioned mesh.

3.6 function `fc_oogmsh.buildpartmesh3ds`

This function uses `gmsh` and a `.msh` file (containing of a 3D surface mesh) to generate a 3D partioned surface mesh.

3.7 function `fc_oogmsh.buildPartRectangle`

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

Syntaxe

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

Description

`meshfile=fc_oogmsh.buildpartrectangle(Lx,Ly,Nx,Ny,N)` create a 2D regular partitioned mesh using `gmsh` of the rectangle $[0, Lx] \times [0, Ly]$ with $Nx \times Ny$ 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 : `rectanglepart-Lx%.3f-Ly%.3f-Nx%d-Ny%d-N%d.msh`

`meshfile=fc_oogmsh.buildpartrectangle(Lx,Ly,Nx,Ny,N,Key=Value, ...)` specifies function options using one or more `Key,Value` pair arguments. The `Key` options can be

- `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; ...)
- `options` : string which contains command-line options used with `gmsh` (see `gmsh` documentation)

Examples All the following examples ...

```
Python code with output
```

```
pmfile=fc_oogmsh.buildpartrectangle(1,1,3,2,100,force=True, verbose=True)
```

```
[fc_oogmsh] Using input file: /fcopt/PYTHON/3.6.8/lib/python3.6/site-packages/fc_oogmsh/geodir/2d/rectanglepart.geo
[fc_oogmsh] Use option verbose=3 to see gmsh output
```

```
Python code with output
```

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

```
[fc_oogmsh] Using input file: /fcopt/PYTHON/3.6.8/lib/python3.6/site-packages/fc_oogmsh/geodir/2d/rectanglepart.geo
[fc_oogmsh] Use option verbose=3 to see gmsh output
```

4 fc_oogmsh.ooGmsh4 class

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 ([6], 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 [6], 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 entities (\$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 ooGMSH4 class

| | | |
|----------------------------------|---|--|
| <code>dim</code> | : | space dimension (2 or 3) |
| <code>nq</code> | : | number of nodes/vertices. |
| <code>q</code> | : | nodes/vertices array with dimension dim-by-nq. |
| <code>toGlobal</code> | : | ... |
| <code>MeshFormat</code> | : | dictionary |
| <code>PhysicalNames</code> | : | (optional), array of class <code>fc_oogmsh.msh.PhysicalName</code> |
| <code>Entities</code> | : | class <code>fc_oogmsh.msh.Entities</code> |
| <code>PartitionedEntities</code> | : | None or class <code>fc_oogmsh.msh.PartitionedEntities</code> |
| <code>Nodes</code> | : | class <code>fc_oogmsh.msh.Nodes</code> |
| <code>Elements</code> | : | class <code>fc_oogmsh.msh.Elements</code> |

The dictionary `MeshFormat`, all the classes are described in section 4.2. In the following subsections, `Gh` is an `ooGmsh4` object.

4.1 Methods

4.1.1 ooGms4 constructor

The `ooGmsh4` class have only one constructor :

```
Gh=fc_oogmsh.ooGmsh4(meshfile)
Gh=fc_oogmsh.ooGmsh4(meshfile, verbose=False)
```

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

Python code with output

```
print('1) Building the mesh')
meshfile=fc_oogmsh.gmsh.buildmesh2d('condenser',10, Verbose=0,force=True)
print('2) Reading the mesh')
Gh = fc_oogmsh.ooGmsh4(meshfile,verbose=True)
print('-> Gh is an ooGmsh4 object containing a MSH file version '
      '+Gh.MeshFormat['version'])
print('3) Displaying Gh')
print(Gh)
```

```
1) Building the mesh
[fc_oogmsh] Using input file: /fcopt/PYTHON/3.6.8/lib/python3.6/site-packages/fc_oogmsh/geodir/2d/condenser.geo
[fc_oogmsh] Overwriting mesh file /home/cuvellier/.local/share/fc_oogmsh/meshes/condenser-10.msh
[fc_oogmsh] Use option verbose=3 to see gmsh output
2) Reading the mesh
-> Gh is an ooGmsh4 object containing a MSH file version 4.1
3) Displaying Gh
ooGmsh4 object
  dim : 2
  d : 2
  types : [ 1 2 15]
  nq : 9116
  q : ndarray object[float64], size (2, 9116)
  toGlobal: ndarray object[int32], size (9116,)
  Entities:<class 'fc_oogmsh.msh.Entities'>
  Nodes :<class 'fc_oogmsh.msh.Nodes'>
  Elements:<class 'fc_oogmsh.msh.Elements'>
```

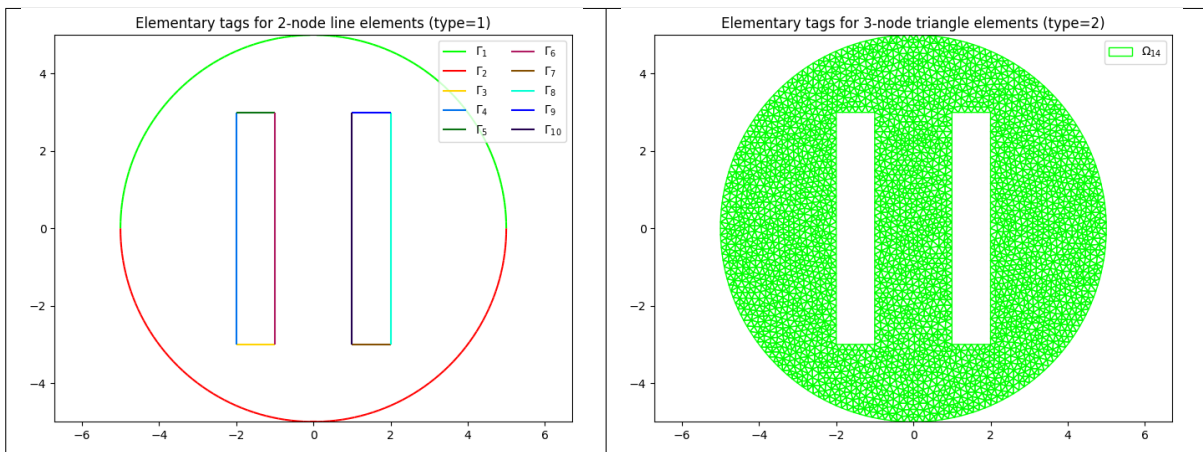


Figure 1: *Elementary Tag* elements of the *geofile condenser.geo*

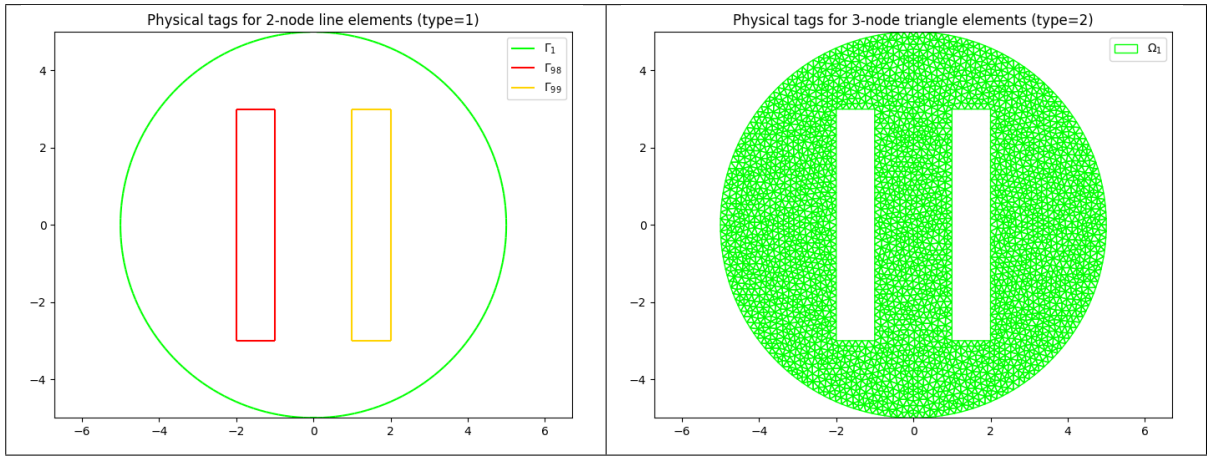


Figure 2: *Physical Tag* elements of the *geofile condenser.geo*

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};
```

4.1.2 `get_ElementaryTags` method

```
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 Appendix 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).

Python code with output

```
eltags1=Gh.get_ElementaryTags(1)
print('eltags1='+str(eltags1))
eltags2=Gh.get_ElementaryTags(2)
print('eltags2='+str(eltags2))

[fc_oogmsh] Using input file: /fcopt/PYTHON/3.6.8/lib/python3.6/site-packages/fc_oogmsh/geodir/2d/condenser.geo
[fc_oogmsh] Mesh file /home/cuvelier/.local/share/fc_oogmsh/meshes/condenser-6.msh already exist.
-> Use "force" flag to rebuild if needed.
eltags1=[ 1 2 3 4 5 6 7 8 9 10]
eltags2=[14]
```

4.1.3 `get_PhysicalTags` method

```
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.

Python code with output

```
phtags1=Gh.get_PhysicalTags(1)
print('phtags1='+str(phtags1))
phtags2=Gh.get_PhysicalTags(2)
print('phtags2='+str(phtags2))

[fc_oogmsh] Using input file: /fcopt/PYTHON/3.6.8/lib/python3.6/site-packages/fc_oogmsh/geodir/2d/condenser.geo
[fc_oogmsh] Mesh file /home/cuveilier/.local/share/fc_oogmsh/meshes/condenser-6.msh already exist.
-> Use "force" flag to rebuild if needed.
phtags1=[ 1 98 99]
phtags2=[1]
```

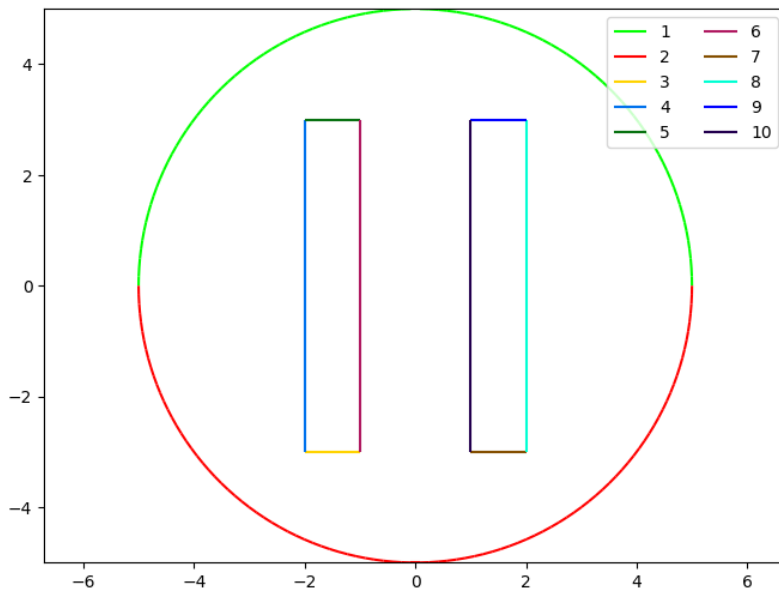
4.1.4 get_me_ElementaryTag method

```
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.



```
meshfile=fc_oogmsh.gmsh.buildmesh2d('condenser',6)
Gh = fc_oogmsh.oogmsh4(meshfile)
import matplotlib.pyplot as plt
from fc_tools.Matplotlib import set_axes_equal,set_axes
import fc_matplotlib4mesh.simplicial as plt4sim
from fc_tools.colors import selectColors
eltags1=Gh.get_ElementaryTags(1)
n1=len(eltags1)
colors = selectColors(n1)
plt.figure(1)
Legend=[];Labels=[]
for i in range(n1):
    me=Gh.get_me_ElementaryTag(1,eltags1[i])
    pm=plt4sim.plotmesh(Gh.q,me,color=colors[i])
    Legend.append(pm)
    Labels.append(str(eltags1[i]))
set_axes_equal()
plt.legend(Legend,Labels,loc='best',ncol=int(len(Legend)/10)+1)
set_axes(plt.gca(),Gh.bbox)
```

Listing 3: Plot curves mesh elements by using `get_me_ElementaryTag` function

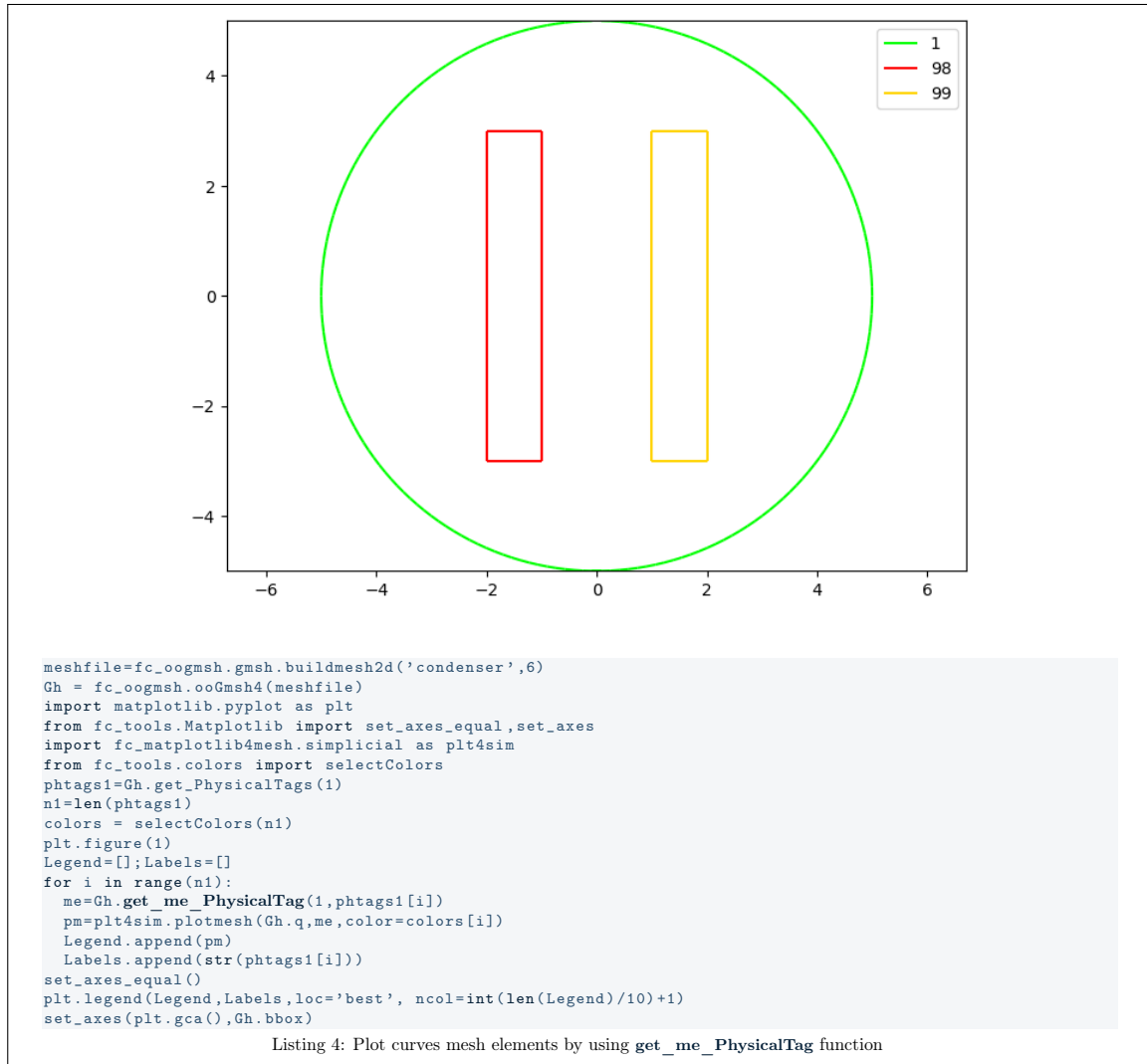
4.1.5 get_me_PhysicalTag method

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

Description

```
me=Gh.get_me_PhysicalTag(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.

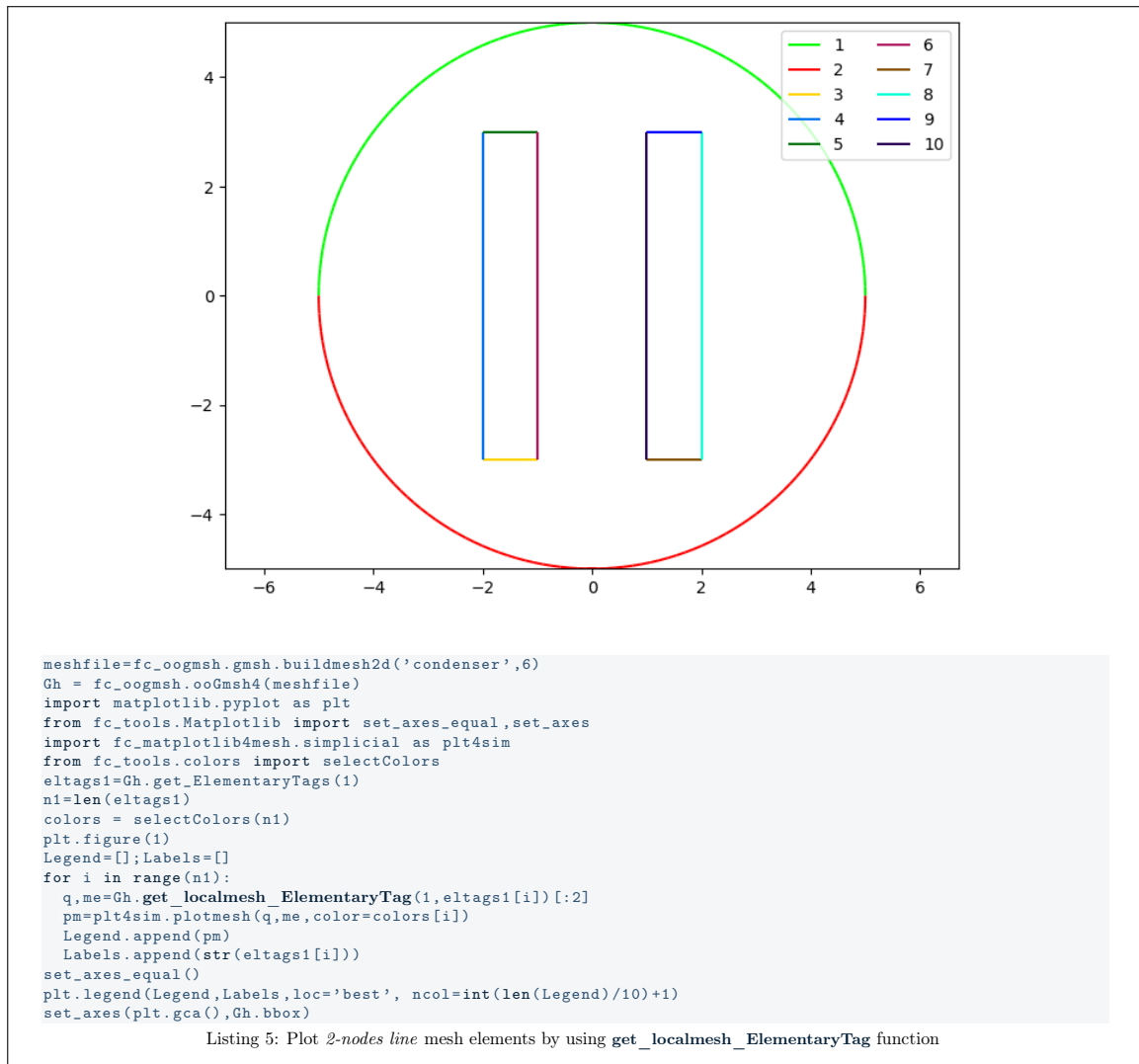


4.1.6 `get_localmesh_ElementaryTag` method

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

```
q,me,toGlobal=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`. The *global* tags array `toGlobal` is such that `Gh.q(:,toGlobal)` is equal to `q`.

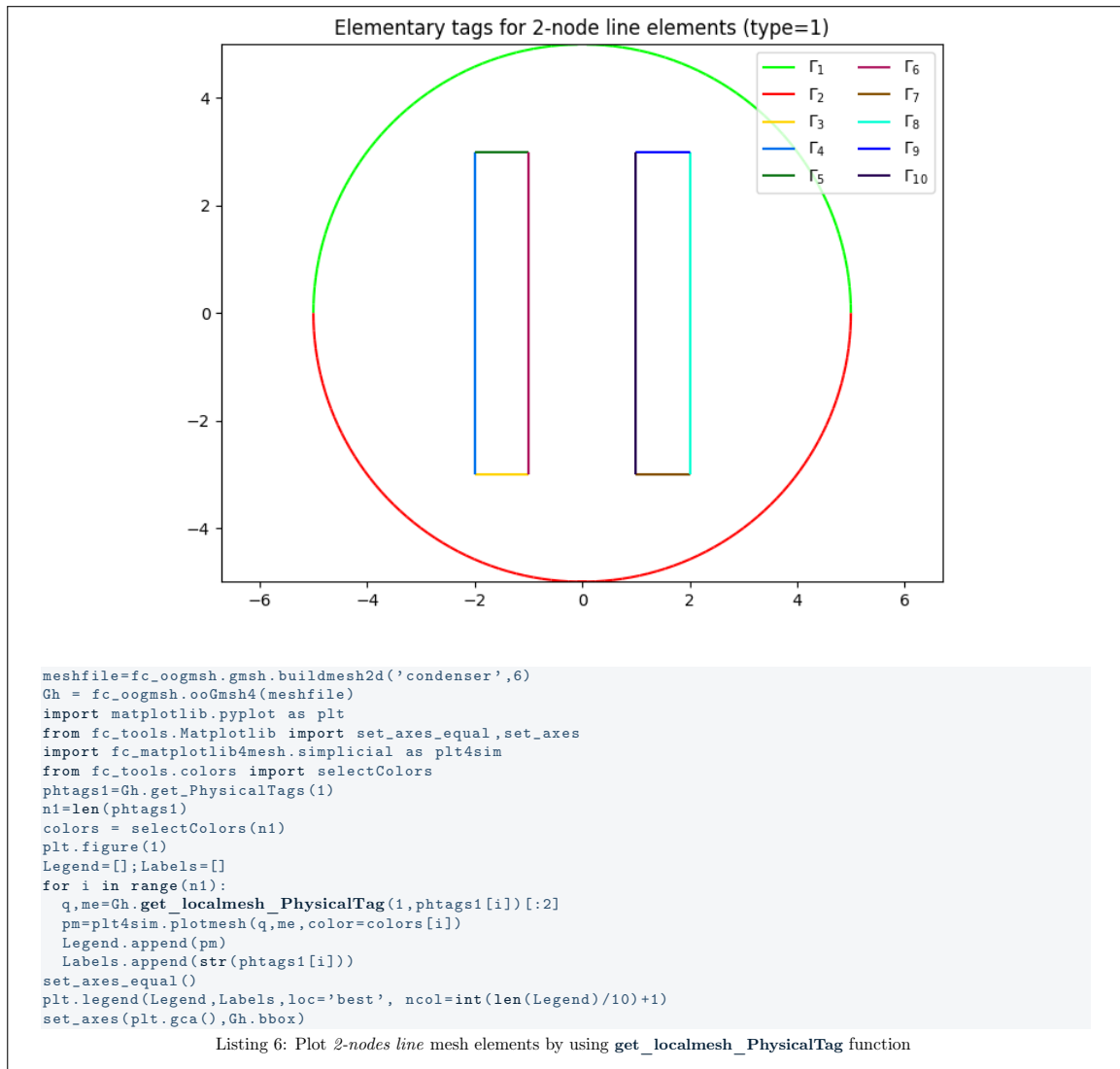


4.1.7 `get_localmesh_PhysicalTag` method

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

`q,me,toGlobal=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`. The *global* tags array `toGlobal` is such that `Gh.q(:,toGlobal)` is equal to `q`.



4.2 Description of properties

Keys of MeshFormat dictionary

| | |
|------------------------|---|
| <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> |

Properties of (optional) `fc_oogmsh.msh.PhysicalName` class

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

Properties of `fc_oogmsh.msh.Entities` class

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

Properties of (optional) `fc_oogmsh.msh.PartitionedEntities` class

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

Properties of `fc_oogmsh.msh.Nodes` class

| | | |
|------------------------------|---|---|
| <code>numEntityBlocks</code> | : | integer. |
| <code>numNodes</code> | : | integer. |
| <code>minNodeTag</code> | : | integer. |
| <code>maxNodeTag</code> | : | integer |
| <code>EntityBlocks</code> | : | array of <code>fc_oogmsh.msh.NodesEntityBlock</code> class. |

Properties of `fc_oogmsh.msh.NodesEntityBlock` class

| | | |
|-------------------------|---|---|
| <code>entityTag</code> | : | integer. |
| <code>entityDim</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. |

Properties of the `fc_oogmsh.msh.Elements` class

| | | |
|------------------------------|---|--|
| <code>numEntityBlocks</code> | : | integer. |
| <code>numElements</code> | : | integer. |
| <code>minElementTag</code> | : | integer. |
| <code>maxElementTag</code> | : | integer |
| <code>EntityBlocks</code> | : | array of <code>fc_oogmsh.msh.ElementsEntityBlock</code> class. |
| <code>ElementTypes</code> | : | array of . |

Properties of the `fc_oogmsh.msh4_1.ElementsEntityBlock` class

| | |
|-------------------------------|---|
| <code>entityDim</code> | : integer. |
| <code>entityTag</code> | : integer. |
| <code>elementType</code> | : integer. |
| <code>elementDesc</code> | : structure returned by the function <code>get_elm_desc_by_type(elementType)</code> of the <code>fc_oogmsh.gmsh</code> module. |
| <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 |

5 `fc_oogmsh.ooGmsh2` class

The `fc_oogmsh.ooGmsh2` class can be used to read `gmsh` mesh files with the MSH ASCII file format (version 2.2) described for example in [5], 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.get_elm_desc_by_type` function, described in Appendix B.2, to obtain information on a given *elm-type*.

When reading a `.msh` file generated by `gmsh`, we split the mesh elements by *elm-type* and generate an array of `ELMT` object. The dimension of this array is the number of distinct *elm-types* founds on the `.msh` file. The properties of the `Elmt` object are:

Properties of `Elmt` object

| | |
|-----------------------------|---|
| <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 [5], section 9.1. |
| <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>n_{me}</code> | : integer number of mesh elements |
| <code>me</code> | : array of $d + 1$ -by- <code>n_{me}</code> integers connectivity array |
| <code>phys_lab</code> | : array of <code>n_{me}</code> -by-... integers physical labels of the elements |
| <code>geo_lab</code> | : array of <code>n_{me}</code> -by-... integers geometrical labels of the elements |
| <code>nb_parts</code> | : array of <code>n_{me}</code> -by-1 integers number of mesh partitions to which the element belongs |
| <code>part_lab</code> | : array of <code>n_{me}</code> -by- <code>max(nb_parts)</code> integers <code>part_lab(i, 1 : <code>nb_parts(i)</code>)</code> contains all the partitions index to which the i -th element belongs. |

The `fc_oogmsh.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 `fc_oogmsh.ooGmsh2` class

| | |
|----------------------------|--|
| <code>dim</code> | : integer space dimension |
| <code>n_q</code> | : integer number of vertices/nodes |
| <code>q</code> | : dim-by- <code>n_q</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> objets One <code>Elmt</code> objet 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 `fc_oogmsh.ooGmsh2` class have only one constructor :

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

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

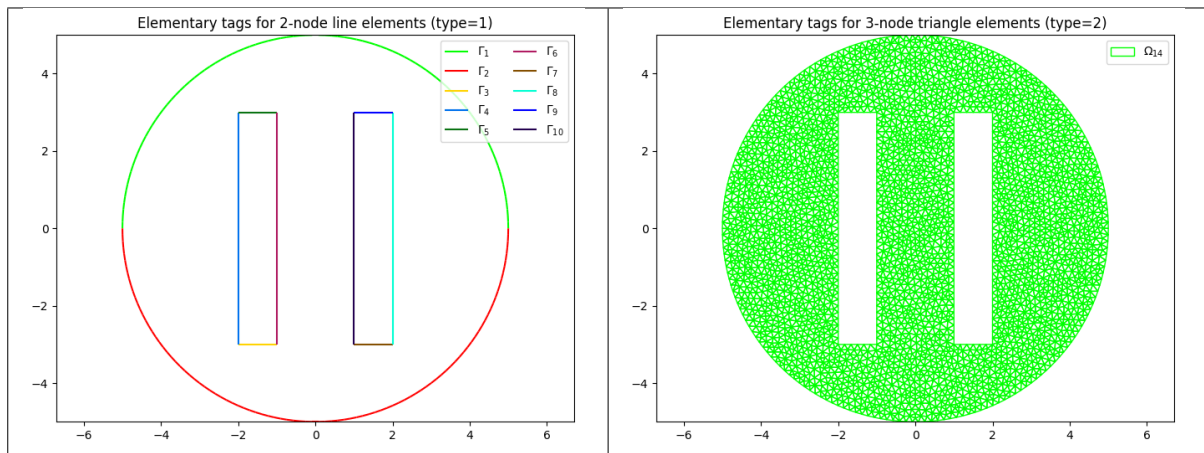


Figure 3: *Elementary Tag* elements of the *geofile condenser.geo*

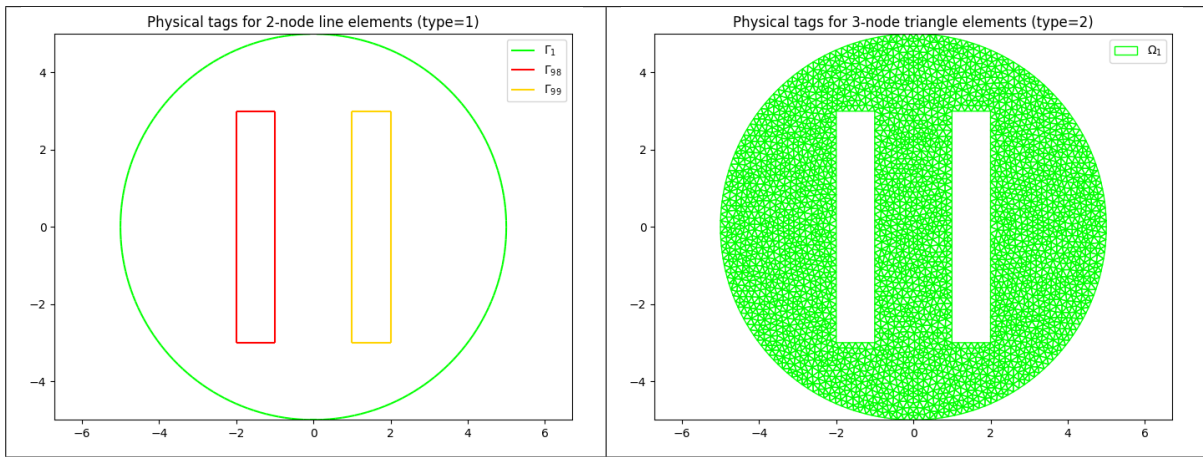


Figure 4: *Physical Tag* elements of the *geofile condenser.geo*

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};
```

5.1.2 `get_ElementaryTags` method

```
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 Appendix 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).

Python code with output

```
eltags1=Gh.get_ElementaryTags(1)
print('eltags1='+str(eltags1))
eltags2=Gh.get_ElementaryTags(2)
print('eltags2='+str(eltags2))

[fc_oogmsh] Using input file: /fcopt/PYTHON/3.6.8/lib/python3.6/site-packages/fc_oogmsh/geodir/2d/condenser.geo
[fc_oogmsh] Mesh file /home/cuvelier/.local/share/fc_oogmsh/meshes/condenser-6.msh already exist.
-> Use "force" flag to rebuild if needed.
eltags1=[ 1 2 3 4 5 6 7 8 9 10]
eltags2=[14]
```

5.1.3 `get_PhysicalTags` method

```
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.

Python code with output

```
phtags1=Gh.get_PhysicalTags(1)
print('phtags1='+str(phtags1))
phtags2=Gh.get_PhysicalTags(2)
print('phtags2='+str(phtags2))

[fc_oogmsh] Using input file: /fcopt/PYTHON/3.6.8/lib/python3.6/site-packages/fc_oogmsh/geodir/2d/condenser.geo
[fc_oogmsh] Mesh file /home/cuveilier/.local/share/fc_oogmsh/meshes/condenser-6.msh already exist.
-> Use "force" flag to rebuild if needed.
phtags1=[ 1 98 99]
phtags2=[1]
```

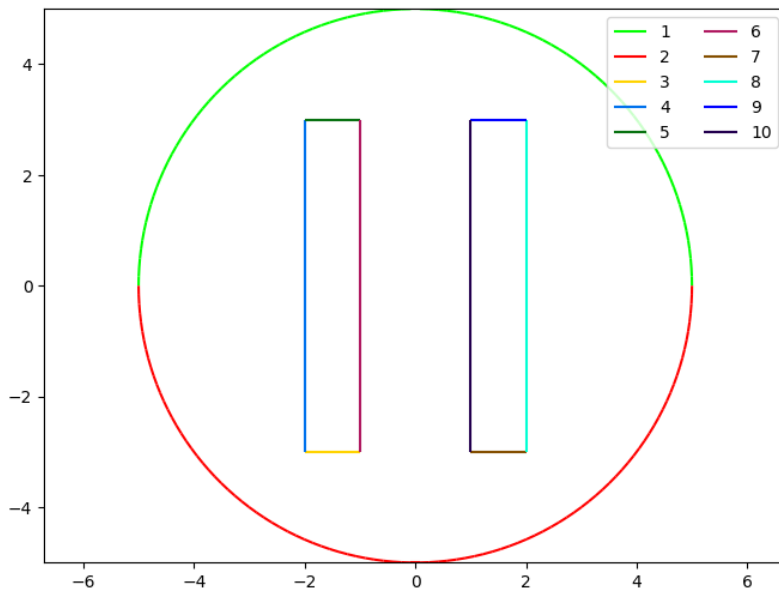
5.1.4 get_me_ElementaryTag method

```
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.



```
meshfile=fc_oogmsh.gmsh.buildmesh2d('condenser',6, Force=True,MshFileVersion='2.2')
Gh = fc_oogmsh.oogmsh2(meshfile)
import matplotlib.pyplot as plt
from fc_tools.Matplotlib import set_axes_equal,set_axes
import fc_matplotlib4mesh.simplicial as plt4sim
from fc_tools.colors import selectColors
eltags1=Gh.get_ElementaryTags(1)
n1=len(eltags1)
colors = selectColors(n1)
plt.figure(1)
Legend=[];Labels=[]
for i in range(n1):
    me=Gh.get_me_ElementaryTag(1,eltags1[i])
    pm=plt4sim.plotmesh(Gh.q,me,color=colors[i])
    Legend.append(pm)
    Labels.append(str(eltags1[i]))
set_axes_equal()
plt.legend(Legend,Labels,loc='best',ncol=int(len(Legend)/10)+1)
set_axes(plt.gca(),Gh.bbox)
```

Listing 7: Plot curves mesh elements by using `get_me_ElementaryTag` function

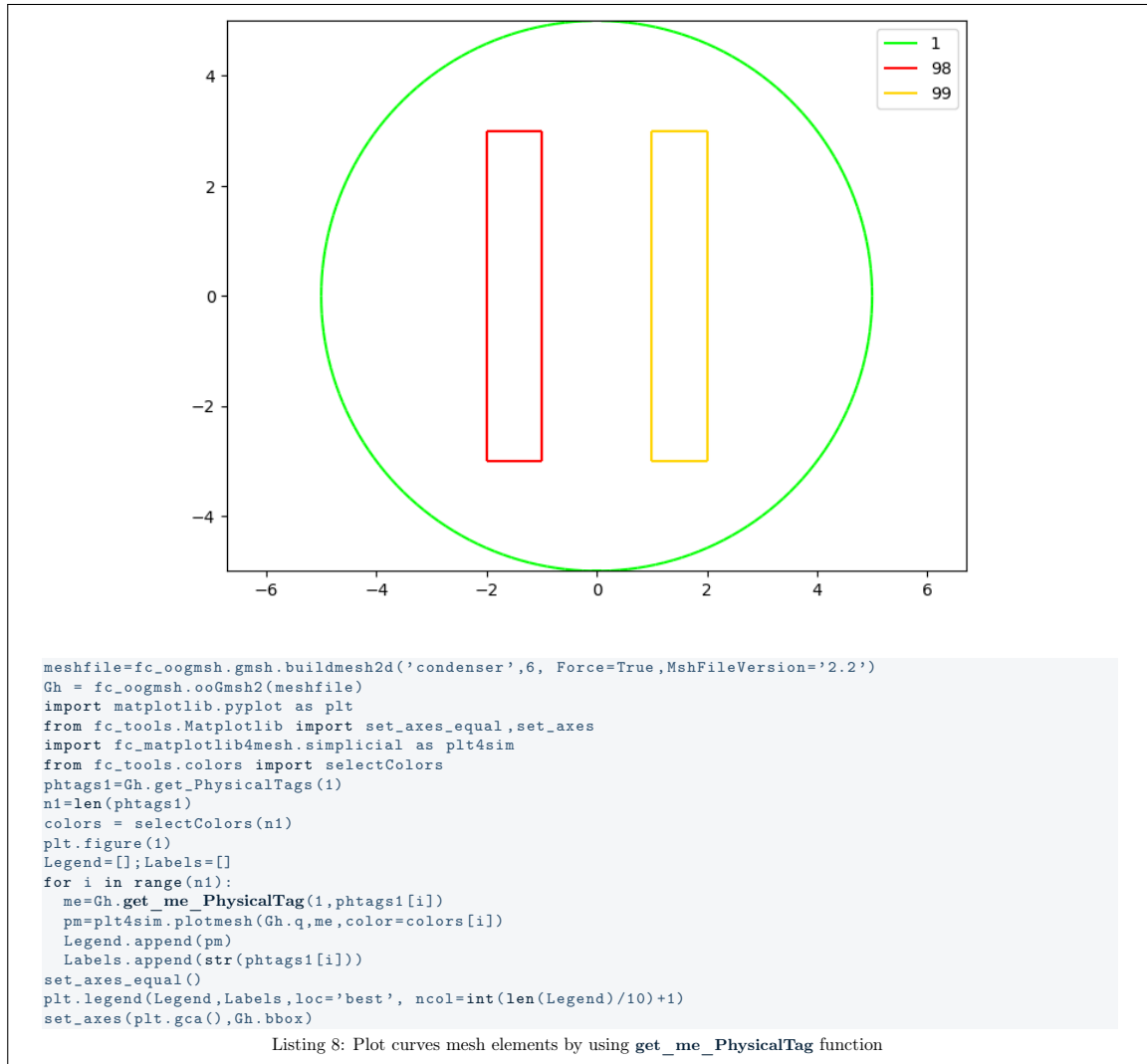
5.1.5 get_me_PhysicalTag method

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

Description

```
me=Gh.get_me_PhysicalTag(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.

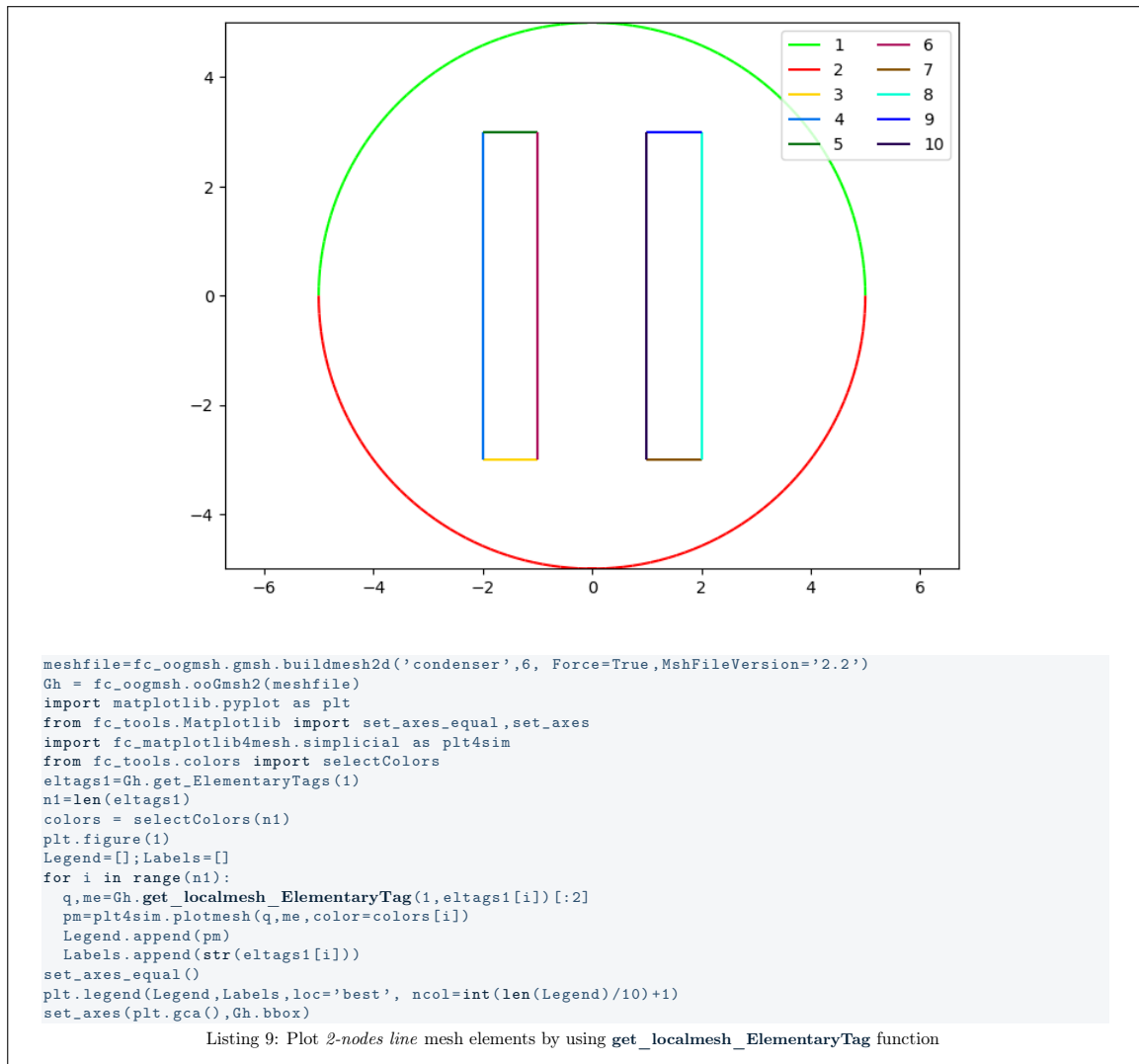


5.1.6 `get_localmesh_ElementaryTag` method

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

```
q,me,toGlobal=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*. The *global* tags array *toGlobal* is such that `Gh.q(:,toGlobal)` is equal to *q*.



5.1.7 `get_localmesh_PhysicalTag` method

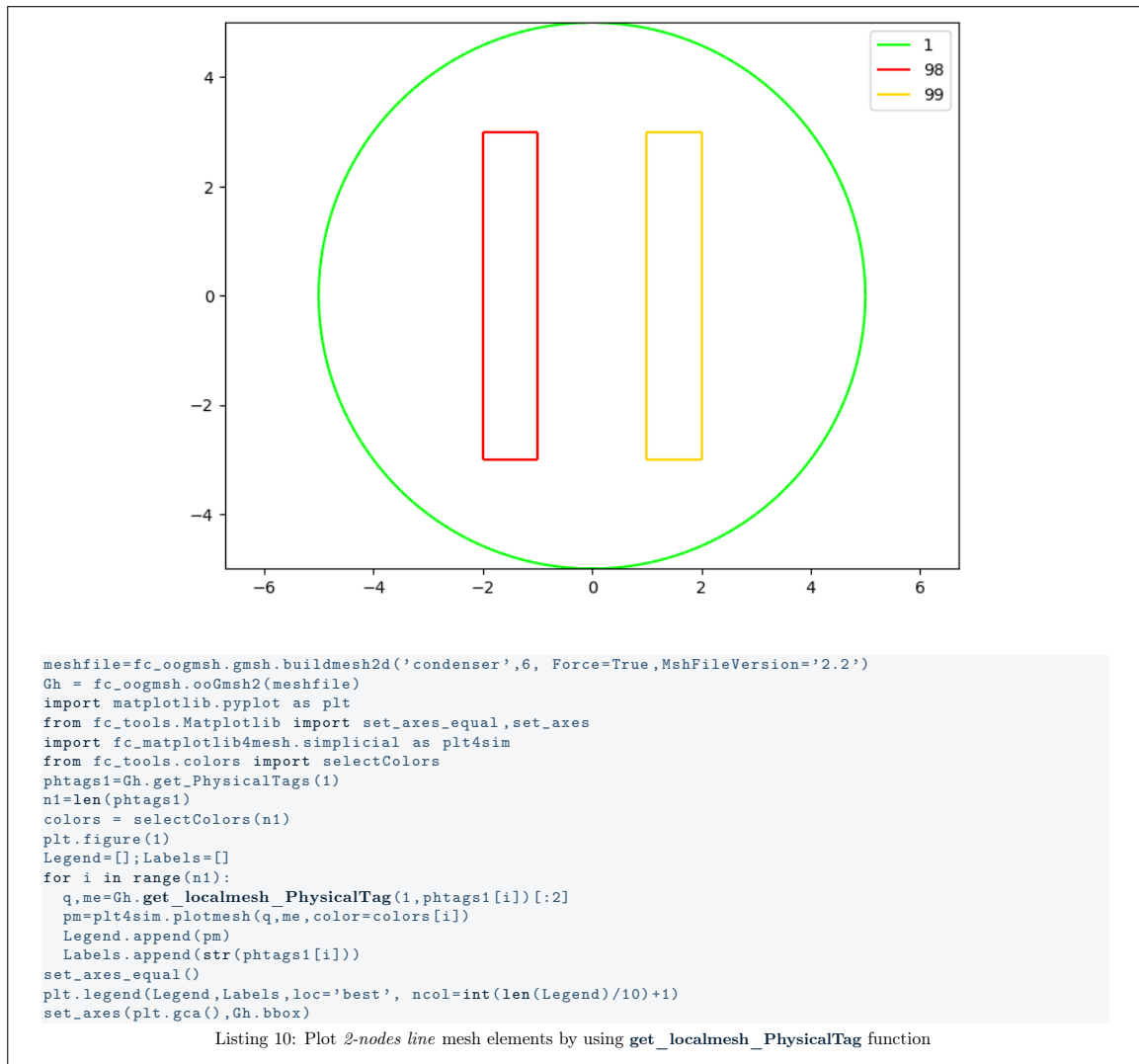
```

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

```

`q,me,toGlobal=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`. The *global* tags array `toGlobal` is such that `Gh.q(:,toGlobal)` is equal to `q`.



5.2 Samples

5.2.1 Sample 2

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*.

Python code with output

```
meshfile=fc_oogmsh.buildmesh2d('condenser',25,MshFileVersion='2.2',
    force=True)
Gh = fc_oogmsh.oogmsh2(meshfile)
print('***_Gh:')
print(Gh)
print('***_Gh.sElts[0]:')
print(Gh.sElts[0])
```

```
[fc_oogmsh] Using input file: /fcopt/PYTHON/3.6.8/lib/python3.6/site-packages/fc_oogmsh/geodir/2d/condenser.geo
[fc_oogmsh] Overwriting mesh file /home/cuvelier/.local/share/fc_oogmsh/meshes/condenser-25.msh
[fc_oogmsh] Use option verbose=3 to see gmsh output
*** Gh:
oogmsh2 object
  dim : 2
  d : 2
  types : [ 1 2 15]
  orders : [1]
  nq : 55688
  q : ndarray object[float64], size (2, 55688)
toGlobal: ndarray object[int32], size (55688,)
  sElts : list of 3 elements
*** Gh.sElts[0]:
Elt object
  d : 1, type : 1, order : 1
  geo : line
  nme : 1486
  me : ndarray object[int64], size (2, 1486)
  phys_lab : ndarray object[int64], size (1486,)
  geo_lab : ndarray object[int64], size (1486,)
  part_lab : list of 1486 elements
  nb_parts : ndarray object[int64], size (1486,)
  nTags : list of 0 elements
```

5.2.2 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*.

Python code with output

```
meshfile=fc_oogmsh.buildmesh3d('cylinderkey',10,MshFileVersion='2.2',
    force=True)
Gh = fc_oogmsh.oogmsh2(meshfile)
print('***_Gh:')
print(Gh)
print('***_Gh.sElts[1]:')
print(Gh.sElts[1])
```

```
[fc_oogmsh] Using input file: /fcopt/PYTHON/3.6.8/lib/python3.6/site-packages/fc_oogmsh/geodir/3d/cylinderkey.geo
[fc_oogmsh] Overwriting mesh file /home/cuvelier/.local/share/fc_oogmsh/meshes/cylinderkey-10.msh
[fc_oogmsh] Use option verbose=3 to see gmsh output
*** Gh:
oogmsh2 object
  dim : 3
  d : 3
  types : [ 1 2 4]
  orders : [1]
  nq : 5152
  q : ndarray object[float64], size (3, 5152)
toGlobal: ndarray object[int32], size (5152,)
  sElts : list of 3 elements
*** Gh.sElts[1]:
Elt object
  d : 2, type : 2, order : 1
  geo : triangle
  nme : 6624
  me : ndarray object[int64], size (3, 6624)
  phys_lab : ndarray object[int64], size (6624,)
  geo_lab : ndarray object[int64], size (6624,)
  part_lab : list of 6624 elements
  nb_parts : ndarray object[int64], size (6624,)
  nTags : list of 0 elements
```

5.2.3 Sample 3

The 3d .geo file *sphere8surf.geo* is used to create a 3d surface .msh file : *sphere8surf-40.msh*. This .msh file contains 1 (2-node line), 2 (3-node triangle) and 15 (1-node point) *elm-type*.

Python code with output

```

meshfile=fc_oogmsh.buildmesh3ds('sphere8surf',40,MshFileVersion='2.2',
    force=True)
Gh = fc_oogmsh.oogmsh2(meshfile)
print('***_Gh:')
print(Gh)
print('***_Gh.sElts[0]:')
print(Gh.sElts[0])

```

```

[fc_oogmsh] Using input file: /fcopt/PYTHON/3.6.8/lib/python3.6/site-packages/fc_oogmsh/geodir/3ds/sphere8surf.geo
[fc_oogmsh] Overwriting mesh file /home/cuvelier/.local/share/fc_oogmsh/meshes/sphere8surf-40.msh
[fc_oogmsh] Use option verbose=3 to see gmsh output
*** Gh:
oogmsh2 object
  dim : 3
  d : 2
  types : [ 1 2 15]
  orders : [1]
  nq : 23379
  q : ndarray object[float64], size (3, 23379)
toGlobal: ndarray object[int32], size (23379,)
  sElts : list of 3 elements
*** Gh.sElts[0]:
Elt object
  d : 1, type : 1, order : 1
  geo : line
  nme : 756
  me : ndarray object[int64], size (2, 756)
  phys_lab : ndarray object[int64], size (756,)
  geo_lab : ndarray object[int64], size (756,)
  part_lab : list of 756 elements
  nb_parts : ndarray object[int64], size (756,)
  nTags : list of 0 elements

```

A Element type

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

| <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) |
| 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.configure`

This function configure the [CooGmsh](#) Python toolbox to be used with `gmsh` by generating a configuration file. The name of this file is returned by the `fc_oogmsh.Sys.getLocalConfFile()` function.

Syntaxe

```
fc_oogmsh.configure()
fc_oogmsh.configure(Key=Value)
```

Description

`fc_oogmsh.configure()` uses default values to set:

- the location of the `gmsh` binary application,
- the directory of the `.geo` files used by `gmsh`,
- the directory where to save the `.msh` generated by `gmsh`.

`fc_oogmsh.configure(Key=Value)` specifies function options using one or more `Key,Value` pair arguments.

The `Key` options can be

- `gmsh` : to specify the location of the `gmsh` binary application,
- `geodir` : to specify the directory of the `.geo` files used by `gmsh`,
- `meshdir` : to specify the directory where to save the `.msh` generated by `gmsh`,
- `reset` : if `True` configure with default values (default : `False`)

B.2 function `fc_oogmsh.gmsh.elm_type_desc`

This function returns an array of dictionary which contains some informations on a `gmsh elm-type` described in Appendix A.

Syntaxe

```
elt=fc_oogmsh.gmsh.get_elm_desc_by_type(Type)
```

Python code with output

```
elt2=fc_oogmsh.gmsh.get_elm_desc_by_type(2)
print('elt2='+str(elt2))
elt4=fc_oogmsh.gmsh.get_elm_desc_by_type(4)
print('elt4='+str(elt4))
elt11=fc_oogmsh.gmsh.get_elm_desc_by_type(11)
print('elt11='+str(elt11))

elt2={'elm_type': 2, 'desc': '3-node triangle', 'nb_nodes': 3, 'order': 1, 'incomplete': False, 'd': 2, 'geo': 'triangle'}
elt4={'elm_type': 4, 'desc': '4-node tetrahedron', 'nb_nodes': 4, 'order': 1, 'incomplete': False, 'd': 3, 'geo': 'tetrahedron'}
elt11={'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': False, 'd': 3, 'geo': 'tetrahedron'}
```

B.3 Matplotlib functions

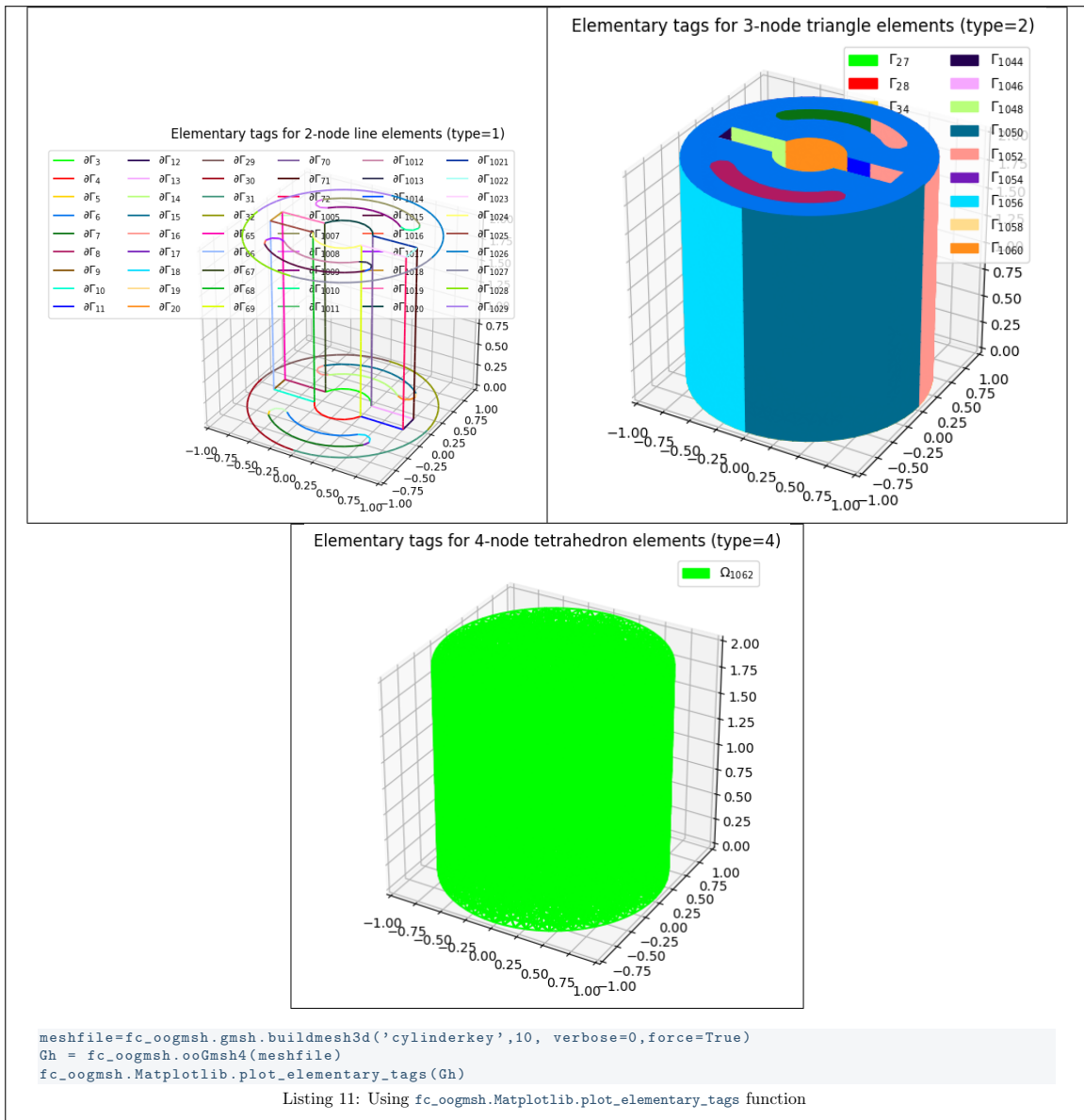
B.3.1 function `fc_oogmsh.matplotlib.plot_elementary_tags`

This function plot *Elementary 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-matplotlib4mesh` package [1] version 0.1.0.

```
fc_oogmsh.Matplotlib.plot_elementary_tags(Gh)
```



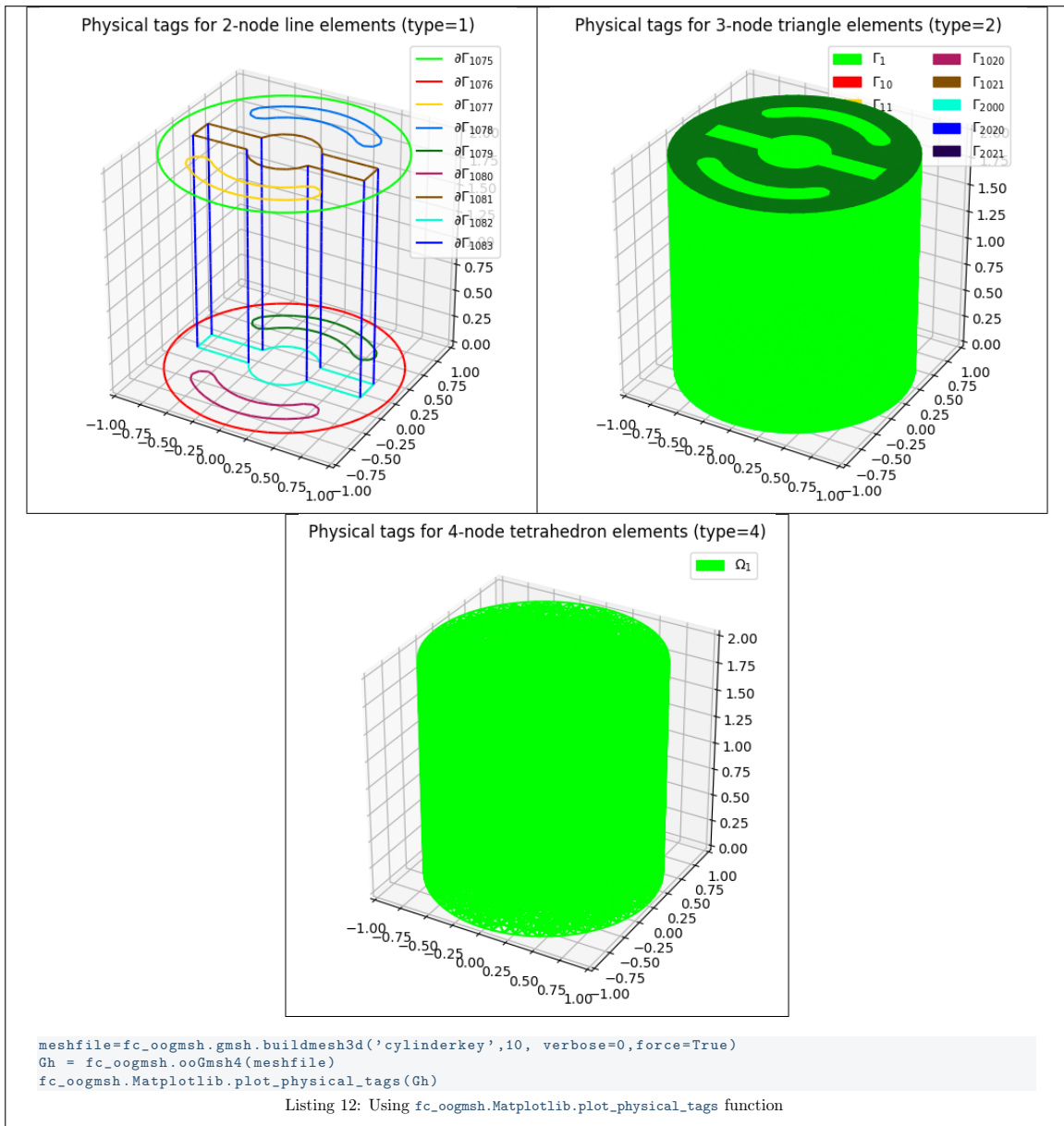
B.3.2 function `fc_oogmsh.matplotlib.plot_physical_tags`

This function plot *Elementary 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-matplotlib4mesh` package [1] version 0.1.0.

```
fc_oogmsh.Matplotlib.plot_physical_tags(Gh)
```



B.4 Mayavi functions

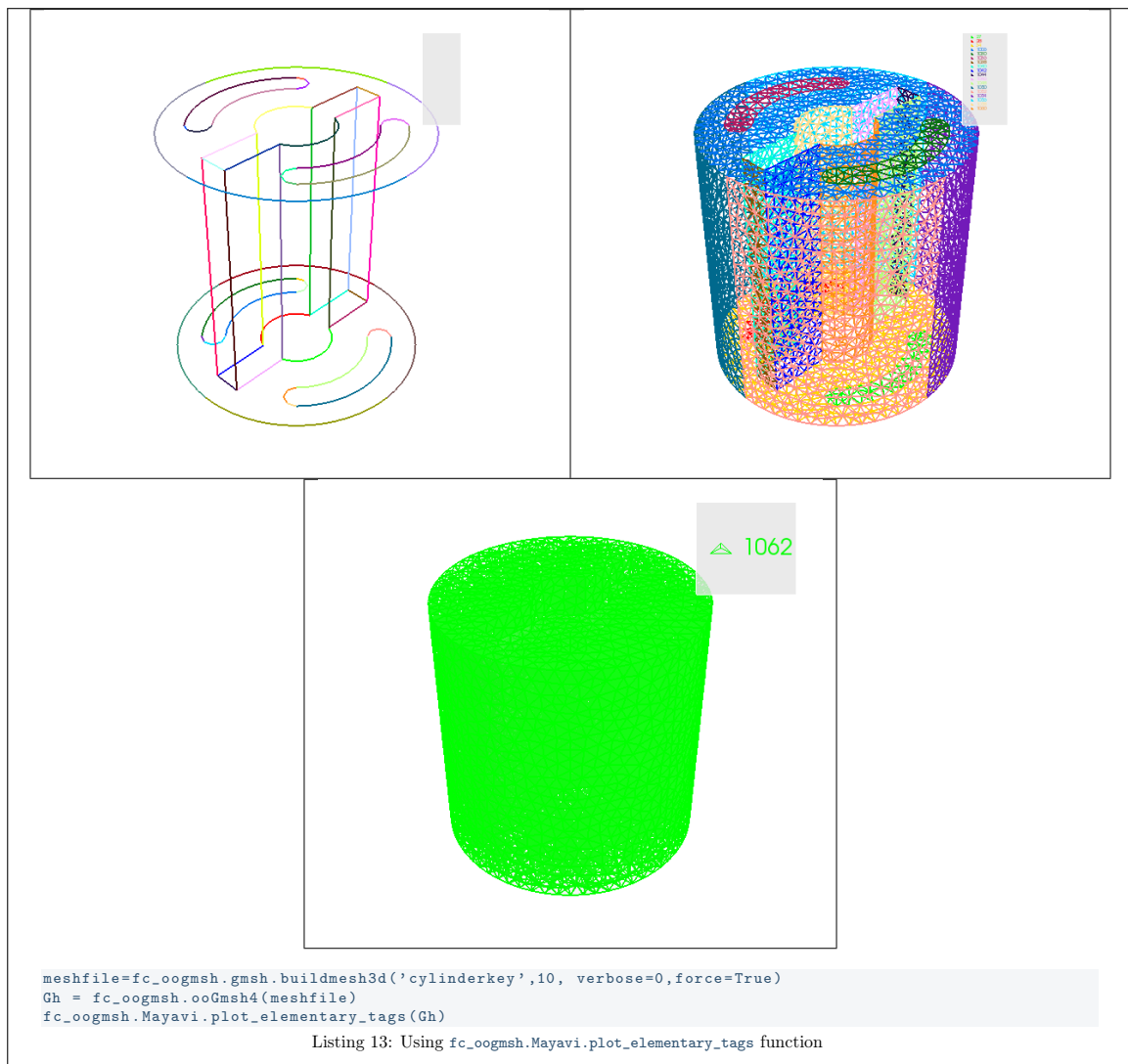
B.4.1 function `fc_oogmsh.mayavi.plot_elementary_tags`

This function plot *Elementary 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-mayavi4mesh` package [2] version 0.1.0.

```
fc_oogmsh.Mayavi.plot_elementary_tags(Gh)
```



B References

- [1] F. Cuvelier. `fc_matplotlib4mesh`: a Python package for displaying simplices meshes or datas on simplices meshes by using matplotlib python package. <http://www.math.univ-paris13.fr/~cuvelier/software/>, 2017. User's Guide.
- [2] F. Cuvelier. `fc_mayavi4mesh`: a Python package for displaying simplices meshes or datas on simplices meshes by using mayavi python package. <http://www.math.univ-paris13.fr/~cuvelier/software/>, 2017. User's Guide.
- [3] F. Cuvelier. `fc_simesh_mayavi`: an add-on to the `fc_simesh` Python package for displaying simplices meshes or datas on simplices meshes by using mayavi python package. <http://www.math.univ-paris13.fr/~cuvelier/software/>, 2017. User's Guide.
- [4] 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.
- [5] C. Geuzaine and J.-F. Remacle. Gmsh 2.15.0. <http://gmsh.info>, 2016.
- [6] C. Geuzaine and J.-F. Remacle. Gmsh 4.2.1. <http://gmsh.info>, 2019.
- [7] Python.org. Python. <http://www.python.org/>, 2013.