

Neper Reference Manual

The documentation for Neper 3.0.2
A software package for polycrystal generation and meshing

16 February 2017

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Copying Conditions

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Specifically, we want to make sure that you have the right to give away copies of Neper, that you receive source code or else can get it if you want it, that you can change Neper or use pieces of Neper in new free programs, and that you know you can do these things.

To make sure that everyone has such rights, we have to forbid you to deprive anyone else of these rights. For example, if you distribute copies of Neper, you must give the recipients all the rights that you have. You must make sure that they, too, receive or can get the source code. And you must tell them their rights.

Also, for our own protection, we must make certain that everyone finds out that there is no warranty for Neper. If Neper is modified by someone else and passed on, we want their recipients to know that what they have is not what we distributed, so that any problems introduced by others will not reflect on our reputation.

The precise conditions of the license for Neper are found in the General Public License that accompanies the source code (see [Appendix E \[GNU General Public License\]](#), page 79). Further information about this license is available from the GNU Project webpage <http://www.gnu.org/copyleft/gpl-faq.html>.

The Neper software package can be downloaded from <http://neper.sourceforge.net>. It also has two dedicated mailing lists,

- neper-announce: the “read-only” list for important news: new releases, bug fixes, etc. (low traffic, highly recommended!)

To subscribe, visit <https://lists.sourceforge.net/lists/listinfo/neper-announce>. The list is archived at http://sourceforge.net/mailarchive/forum.php?forum_name=neper-announce.

- neper-users: the “read-write” list for users. Please send all questions, bug reports, requests or any errors or omissions in this manual to this list.

To subscribe, visit <https://lists.sourceforge.net/lists/listinfo/neper-users>; to send a message, use neper-users@lists.sourceforge.net. The list is archived at http://sourceforge.net/mailarchive/forum.php?forum_name=neper-users.

The best way to get help is by checking out the list archives or by sending a message to the neper-users list. There is no need to subscribe to the list to send a message nor receive a reply.

User Guidelines

If you use Neper for your own work, please,

- mention it explicitly in your reports (books, papers, talks, ...).
- cite the following paper: *R. Quey, P.R. Dawson, F. Barbe. Large-scale 3D random polycrystals for the finite element method: Generation, meshing and remeshing. Computer Methods in Applied Mechanics and Engineering, vol. 200, pp. 1729–1745, 2011.*

1 Introduction

1.1 The Neper Project

1.1.1 Description

Neper is a software package for polycrystal generation and meshing. The polycrystals can be 2D or 3D. Neper is built around three modules:

- Module -T generates polycrystals as tessellations. The two main capabilities are: *(i)* the generation of tessellations from cell properties (e.g. a size distribution) and *(ii)* the generation of multiscale tessellations (i.e. including cell subdivisions). These capabilities can also be used together. Tessellations are Laguerre (or Voronoi) tessellations and are therefore composed of convex cells. Finally, the tessellations can be “regularized” by removing their smallest features (edges and faces), which enables good-quality meshing with module -M. Periodicity conditions can be prescribed. Crystal orientations are provided for the grains. The output is a tessellation file written at a scalar (vectorial) or raster format.
- Module -M meshes polycrystals described as tessellation files. Two meshing techniques are available: free (or unstructured) meshing, which generates triangular/tetrahedral elements that follow the grain shapes, and mapped meshing, which generates regular brick elements that do not necessarily follow the grain shapes. Free meshing into good-quality elements is ensured by optimized meshing rules, and multimeshing—the concurrent use of several meshing algorithms. Remeshing is also available and is similar to meshing except that it takes a mesh as input. Cohesive elements can be inserted at interfaces. The output is a mesh file that can be written under several formats.
- Module -V generates publication-quality images of tessellations and meshes. Colouring and transparency of the different entities can be set up in detail and mesh nodes can be displaced. Mesh slicing is also available. The output is a PNG image file.

Neper aims to be an easy-to-use, efficient and robust tool. All the input data are prescribed non-interactively, using command lines and/or ASCII files, so that all treatments can be automated.

1.1.2 Resources

Several, complementary resources describing Neper are available:

- The Neper reference manual, which is this document, describes all of Neper’s capabilities. Each module is the subject of a specific chapter, which describes the available commands and result files, and provides examples. The manual is available at the PDF and info formats.¹
- The Neper website, <http://neper.sourceforge.net>, is where Neper’s official distribution can be downloaded from. It also provides an illustrative introduction to Neper.
- The Neper GitHub repository, <http://github.com/rquey/neper>, is the page for development. It is also where the latest version of Neper can be downloaded from.
- The Neper reference paper, “*R. Quey, P.R. Dawson and F. Barbe, Large-scale 3D random polycrystals for the finite element method: Generation, meshing and remeshing, Comput. Methods Appl. Mech. Engrg., vol. 200, pp. 1729-1745, 2011.*”, describes the regularization / meshing methodologies. It can be downloaded from the Neper homepage or directly from this link: <http://neper.sourceforge.net/docs/neper-reference-paper.pdf>.

¹ Provided that the info file is properly installed at your site, it can be accessed by the command: `info neper`.

1.2 Installing Neper

Neper is written in (mostly ANSI) C and a little C++, and it can run on any Unix-like system. Neper must be compiled using CMake, by following these steps:

- Create a build directory, for instance as a subdirectory of Neper's src directory,


```
$ mkdir build
```
- Run CMake from within the build directory, pointing to Neper's src directory,


```
$ cd build
$ cmake ..
```
- Build Neper,


```
$ make
```

Use option `-jN` to turn multithreading on, where N is 1 + the number of cores of a processor.
- Install Neper on your system (as root),


```
$ make install
```

This procedure uses the default configuration options and should work out of the box on condition that the required dependencies are available in standard system locations. If needed, a finer configuration can be achieved, before building Neper, by running

```
$ ccmake ..
```

or

```
$ cmake-gui ..
```

Several of Neper's dependencies can be managed at this stage. Some of them are optional and can be enabled or disabled through variables `HAVE_LIBRARY`. The dependencies are:

- the GNU Scientific Library (GSL, mandatory, enabled by default). It is likely to be available on your system or from your system package manager (binary and development packages); alternatively, the source code version can be downloaded from <http://www.gnu.org/software/gsl>.
- the NLOpt library (optional, enabled by default). It is needed by module -T for tessellation generation from cell properties. It is likely to be available on your system or from your system package manager (binary and development packages); alternatively, the source code version can be downloaded from <http://ab-initio.mit.edu/wiki/index.php/NLOpt>.
- the libScotch library (version 5.1.12 or higher, optional, disabled by default). It is needed by module -M for mesh partitioning. The source code can be downloaded from www.labri.fr/perso/pelegrin/scotch.
- the pthread library (optional, disabled by default). It is needed if libScotch version 6.0.0 or higher is enabled. It is likely to be available on your system or from your system package manager.

The other dependencies are needed at run time only (they are not linked against Neper's binary):

- the Gmsh program (version 2.4.2 or higher, excluding version 2.5.1, mandatory for module -M). A binary, or the source code, can be downloaded from <http://www.geuz.org/gmsh> (compiling from the source code speeds up meshing significantly). Gmsh must be available at the terminal as the command `gmsh`, or the path to its binary must be specified with option `-gmsh` (in module -M).
- the POV-Ray program (mandatory for module -V). It is likely to be available on your system or from your system package manager (binary package); alternatively, a binary, or the source code, can be downloaded from <http://www.povray.org>. POV-Ray must be available at the terminal as the command `povray`, or the path to its binary must be specified with option `-povray` (in module -V).

Finally, the Neper installation can be tested out by running

```
$ make test
```

1.3 Getting Started

The ‘neper’ binary must be run in a terminal, followed by a list of arguments,

```
$ neper list_of_arguments
```

In return, Neper writes messages in the terminal and results in ASCII files.

The list of arguments describes the problem to solve. There are several general-purpose, self-explanatory arguments:

```
$ neper --help
```

```
$ neper --version
```

```
$ neper --license
```

This section provides information on how to call Neper’s modules, properly format option arguments and set up an initialization file.

1.3.1 Modules

To call a module, run:

```
$ neper module_name module_arguments
```

where the module name can be `-T`, `-M` or `-V`, and the module arguments can include both required input data and options. Input data (when not a file name) and options start by ‘-’. The options can be provided in arbitrary order and each of them is followed by a single argument (no space). American-english variants of options can be used. String completion is available for all options, so they may be abbreviated as long as the abbreviation is not ambiguous. For instance, in module `-T`, option `-regularization` can be abbreviated to `-reg`. Logical options can be enabled or disabled by providing argument values of ‘1’ or ‘0’, respectively. Integer or real argument values can be written as mathematical or logical expressions (for details on expressions, see [Section A.1 \[Mathematical and Logical Expressions\]](#), page 51). For instance, in module `-T`, option `-rc1 0.5` can also be written as `-rc1 1/2` or `-rc1 "cos(pi/3)"`. Module `-V` shows some exceptions with respect to these rules: the argument cannot be listed in arbitrary order, string completion is not available and option `-loop` takes several arguments.

1.3.2 Argument Separators

Some options may take several argument values. These values can be combined using *separators* (see [Chapter 2 \[Tessellation Module \(-T\)\]](#), page 9, [Chapter 3 \[Meshing Module \(-M\)\]](#), page 23 and [Chapter 4 \[Visualization Module \(-V\)\]](#), page 35 for details on each option). There are three possible *separators*:

- The ‘,’ separator combines uncorrelated arguments, i.e. arguments of the same type, which can be processed independently from each others. Such arguments can be output file formats, for instance.
- The ‘:’ separator is used to combine correlated arguments, i.e. arguments of different types, which cannot be processed independently from each others. Such arguments can be values of a variable in different directions, for instance.
- The ‘::’ separator is used in module `-T` for assigning argument values at the different scales of a multiscale tessellation. It is a “super-separator” that takes precedence over the ‘,’ and ‘:’ separators.

1.3.3 Initialization File

When Neper is run, it starts by reading commands from an initialization file, `$HOME/.neperrc`, if that file exists. Another initialization file can be specified with option `--rcfile`, before calling a module,

```
$ neper --rcfile my_file module_name module_arguments
```

To disable the reading of an initialization file, use option `--rcfile none`.

When a module of Neper is called, Neper looks for the occurrence of `'neper module_name'` in the initialization file and then reads all arguments until the next occurrence of `'neper'` (which should denote the beginning of another module option field) or the end of the file. The arguments may be any legal arguments but are typically limited to frequently-used options. Moreover, any field of comments can be preceded by `'neper comments'`.

Here is an example of initialization file:

```
neper comments -----
This is my initialization file.
neper -T -reg 1
neper -M -gmsk my_gmsk_path
neper comments -----
```

If the initialization file is not found, or if `'neper module_name'` is not found inside it, Neper will consider only the command line arguments. Also, if an argument is initialized several times (for instance, both in the initialization file and at the command line), only the last specified value is used.

1.4 Reading this Manual

This manual is maintained as a Texinfo manual. Here are the writing conventions used in the document:

- A command that can be typed in a terminal is printed like **this**, or, in the case of a major command, like `$ this`
- A program (or command) option is printed like **this**.
- The name of a variable is printed like **this**.
- A meta-syntactic variable (i.e. something that stands for another piece of text) is printed like *this*.
- Literal examples are printed like `'this'`.
- File names are printed like **this**.

Module arguments are tagged by type and importance level:

- Prerequisites are tagged `'[Prerequisite]'`. They should be placed in the initialization file.
- Input data are tagged `'[Input Data]'`.
- Standard options are tagged `'[Option]'`.
- Secondary options, which should be used only for fine-tuning and if you really know what you are doing, are tagged `'[Secondary option]'`.
- Post-processing options are tagged `'[Post-processing]'`.

Some abbreviations are used consistently for options and contribute to Neper's jargon:

<code>algo</code>	algorithm
<code>arch</code>	architecture
<code>cl</code>	characteristic length
<code>col</code>	colour

conv	convergence
coo	coordinate
crysym	crystal symmetry
csys	coordinate system
dim	dimension
dis	distribution or distortion
dof	degree of freedom
dup	duplicate(d)
elset	element set
elt	element
expr	expression
fact	factor
faset	element face set
geo	geometry
id	identifier
ini	initial
inter	interpolation
iter	iteration
max	maximum
min	minimum
morpho	morphology
neigh	neighbour
nset	node set
opti	optimization
ori	orientation
part	partition
poly	polyhedron
pov	POV-Ray file
qual	quality
rad	radius
rcl	relative characteristic length
rmax	relative maximum
sing	singular
stat	statistics
surf	surface
tesr	raster tessellation
tess	scalar tessellation
tmp	temporary
trs	transparency
val	value
var	variable
ver	vertex

2 Tessellation Module (-T)

Module -T generates *tessellations* and *multiscale tessellations* of a bounded *domain* of space, in 2D or 3D. Periodicity and semi-periodicity conditions can be prescribed. Module -T also enables to *regularize* the tessellations for better-quality meshing. The tessellations are provided in scalar (vectorial) or raster formats.

Tessellations can be generated from various types of morphological cell properties (option `-morpho`). Several predefined properties are available, such as those obtained by grain growth in metals (which are described by cell size and sphericity distributions). Custom properties can be specified using various metrics, including the size, the sphericity, the centroid or even the actual shape (using a raster tessellation), either in terms of distributions (when applicable) or on a per-cell basis. The generated *tessellations* are Laguerre (or Voronoi) tessellations whose seed attributes are set by optimization to obtain the desired cell properties. Of course, it is also possible to generate standard tessellations (e.g. Poisson-Voronoi tessellations).

Multiscale tessellations are characterized by the subdivision of the cells of a primary tessellation into secondary tessellations (and so on) and are obtained by combining into one, using the ‘:’ separator, the option arguments that apply at the successive scales. The same value can be used for defining the tessellations at a given scale, or different values can be loaded from a *multiscale cell file* (see [Section B.3 \[Multiscale Cell File\], page 67](#)). So, all capabilities available for generating a standard (single-scale) tessellations are available for generating the tessellations at the different scales of a multiscale tessellation. Examples are provided in the following.

The *domain* of space in which the tessellation is created can be of any convex shape. In 3D, cuboidal, cylindrical and spherical shapes are directly supported while other morphologies can be defined from a set of planes (option `-domain`). Periodicity or semi-periodicity conditions can be applied to the tessellation (option `-periodicity`).

Crystal orientations are also provided for the cells. The orientations are randomly distributed according to a uniform distribution, either in the 3D space or along a specific orientation fibre (option `-ori`). They can be provided according to different descriptors (option `-oridescriptor`).

Regularization can be applied to the tessellations and consists in removing their small edges and faces (option `-regularization`) which otherwise are highly detrimental to good-quality meshing with module -M (see [Chapter 3 \[Meshing Module \(-M\)\], page 23](#)). It is not available for periodic tessellations yet.

Output files describe the tessellation either at the scalar format `.tess` or at the raster format `.tesr` (see [Appendix B \[File Formats\], page 61](#)). Both are input files of module -M (see [Chapter 3 \[Meshing Module \(-M\)\], page 23](#)) and module -V (see [Chapter 4 \[Visualization Module \(-V\)\], page 35](#)). Third-party software file formats are also available.

Here is what a typical run of module -T looks like,

```
$ neper -T -n 10 -id 1 -reg 1
===== N e p e r =====
Info  : A software package for polycrystal generation and meshing.
Info  : Version 3.0.0
Info  : Built with: gsl nlopt muparser
Info  : <http://neper.sourceforge.net>
Info  : Copyright (C) 2003-2016, and GNU GPL'd, by Romain Quey.
Info  : Comments and bug reports: <neper-users@lists.sourceforge.net>.
Info  : Loading initialization file '/home/rquey/.neperrc'...
Info  : -----
Info  : MODULE -T loaded with arguments:
```

```

Info : [ini file]
Info : [com line] -n 10 -id 1 -morpho gg -reg 1
Info : -----
Info : Reading input data...
Info : Creating domain...
Info : Creating tessellation...
Info :   - Running tessellation...
Info :     > Entering optimization...
Info :     > Setting seeds... 100%
Info :     > Initial solution: f   =3.623581896
Info :     > Iteration   2864: fmin=0.077875850 f=0.077875946
Info :     > Reached 'dvalditer' criterion.
Info : Regularizing tessellation...
Info :   - loop 1/2: 100% del=2
Info : Writing tessellation...
Info :   [o] Writing file 'n10-id1.tess'...
Info :   [o] Wrote file 'n10-id1.tess'.
Info : Elapsed time: 3.333 secs.
=====

```

2.1 Arguments

2.1.1 Input Data

- n** *integer or char_string* [Input data]
Specify the number of cells of the tessellation. The argument can be a mathematical expression based on the *size* variable, which is the size of the domain (volume in 3D, area in 2D). For regular morphologies (cubes, lamellae, etc., see option **-morpho**), the number of cells is defined from option **-morpho** and so the argument must be 'from_morpho'.
Possible values: any. Default value: none.
- id** *integer* [Input data]
Specify the identifier of the tessellation. It defines the seed used by the random number generator to compute the (initial) seed positions.
Possible values: any. Default value: 1.
- dim** *integer* [Option]
Specify the dimension of the tessellation.
Possible values: 2 or 3. Default value: 3.
- domain** *char_string* [Option]
Specify the domain morphology. In 3D, for a cuboidal shape, provide 'cube(*size_x,size_y,size_z*)', for a cylindrical shape, provide 'cylinder(*height,diameter*)', and for a spherical shape, provide 'sphere(*diameter*)'. In 2D, for a rectangular shape, provide 'square(*size_x,size_y*)' and for a circular shape, provide 'circle(*diameter*)'. To specify the number of facets, *facet_nb*, of a circle, cylinder or sphere domain, use 'circle(*diameter,facet_nb*)', 'cylinder(*height,diameter,facet_nb*)' or 'sphere(*diameter,facet_nb*)'. For an arbitrary convex 3D shape, provide 'planes(*file_name*)', where *file_name* is the name of a file containing the total number of planes then, for each plane, the 4 parameters of its equation (*d*, *a*, *b* and *c*, for an equation of the form $ax + by + cz = d$). The plane normal, (*a*, *b*, *c*), must be an outgoing vector of the domain. For a tessellation cell, provide 'cell(*file_name,cell_id*)', where

file_name is the name of the tessellation file and *cell_id* is the cell identifier. To transform the domain, append a transformation to the domain name using the ':' separator. Available transformations are: 'rotate(*axis_x,axis_y,axis_z,angle*)' for a rotation about an axis/angle pair, 'scale(*x_factor,y_factor,z_factor*)' for scaling, 'translate(*x_delta,y_delta,z_delta*)' for a translation and 'split(*dir*)' for splitting the domain in half along direction '*dir*' ('x', 'y' or 'z'), which can be used to apply symmetries. An example is 'sphere(1,100):translate(-0.5,-0.5,-0.5):scale(0.5,1,2)'. Possible values: see above list. Default value: cube(1,1,1) in 3D and square(1,1) in 2D.

-periodicity *char_string* [Option]
Specify the periodicity conditions that apply to the domain (and therefore to the tessellation). Provide as argument '0' (or 'none') for no periodicity, '1' (or 'all') for full periodicity, or a list of periodicity directions (among 'x', 'y' and 'z') combined with ',' for semi-periodicity. Possible values: see above list. Default value: 0.

Is it also possible to load a tessellation or a raster tessellation from a file,

-loadtess *file_name* [Input data]
Load a tessellation from a file. Provide as argument the file name. Possible values: any. Default value: none.

-loadtesr *file_name* [Input data]
Load a raster tessellation from a file. Provide as argument the file name. To load only a subregion of a raster tessellation, use the syntax '*file_name:crop(xmin,xmax,ymin,ymax,zmin,zmax)*', where *xmin*, *xmax*, *ymin*, *ymax*, *zmin* and *zmax* are the minimum and maximum positions along x, y and z, respectively. For 2D raster tessellations, the z values can be omitted. To scale the number of points of a raster tessellation, use the syntax '*file_name:scale(factor)*', where *factor* is the scaling factor, or '*file_name:scale(factor_x,factor_y,factor_z)*', where *factor_x*, *factor_y* and *factor_z* are the scaling factor along x, y and z, respectively. For 2D raster tessellations, the z value can be omitted. Possible values: any. Default value: none.

Finally, it is possible to load a set of points. These points are used only for statistics, in option **-statpoint**; they are not seed points of the tessellation (see option **-morphooptiini** instead).

-loadpoint *file_name* [Input data]
Load points from a file. See [Section B.4 \[Position File\]](#), page 68 for the file format. Provide as argument the file name. Possible values: any. Default value: none.

2.1.2 Morphology Options

These options can be used to set the cell morphology. If you want to set seeds attributes instead, use '**-morphooptiini ... -morpho voronoi**'.

-morpho *char_string* [Option]
Specify morphological properties of the cells. It can be done either by using a special morphology string (as defined below), or by specifying custom cell properties such as sizes, sphericities, centroids, or even exact shapes (using a raster tessellation).
(i) The special morphology strings are:

- 'voronoi' for a standard Poisson-Voronoi tessellation;
- 'graingrowth' or 'gg' for grain-growth statistical properties, which mean a wider grain size distribution and higher grain sphericities than in a Voronoi tessellation (it actually is an alias

for `diameq:lognormal(1,0.35),sphericity:lognormal(0.145,0.03,1-x)`, see below);

- `centroidal` for a centroidal tessellation¹ (it actually is an alias for `centroid:seed`, see below);
- `cube(N)` / `square(N)` for a regular tessellation into cubic / square cells, where `N` is the number of cells along a direction, or `cube(N1,N2,N3)` / `square(N1,N2)` for a regular tessellation into cubic / square cells, where `N1`, `N2` and `N3` are the number of cells along the different directions.
- `lamellar(w=w,v=v)` for a lamellar morphology. Argument `w=w` is mandatory and argument `v=v` is optional. Argument `w=w` enables to specify the absolute lamella width `w`. For specifying several widths, combine them with `:`. In the case of a multiscale tessellation, for specifying cell-by-cell width values, use the syntax `file(file_name)` where `file_name` is the name of a multiscale cell file containing the list of widths (see [Section B.3 \[Multiscale Cell File\], page 67](#)). Argument `v=v` enables to specify the lamella plane normals `v`. For randomly-distributed normals taken from a uniform distribution, use `random`. For a direction of the parent crystal, use `crysdir(dir_x,dir_y,dir_z)`, where `(dir_x,dir_y,dir_z)` is the crystal direction. For specifying cell-by-cell normals, use the syntax `file(file_name)` where `file_name` is the name of a multiscale cell file containing the list of lamella plane normals (see [Section B.3 \[Multiscale Cell File\], page 67](#)).

(ii) Custom morphological properties can be defined by providing as argument the cell property and its value, combined with the `:` separator. The available properties are:

- `size` for the size (volume in 3D and area in 2D) and `diameq` for the equivalent diameter;
- `sphericity` for the sphericity and • `centroid` for the centroid;
- `centroidsize` for combined centroid and size, and `centroiddiameq` for combined centroid and equivalent diameter;
- `tesr` for cells of a raster tessellation.

Sizes, sphericities can be defined by statistical distributions or on a per-cell basis, while centroids can be defined only on a per-cell basis. The statistical distributions can be: a Dirac distribution, `dirac(mean)`, a normal distribution, `normal(mean,sig)`, lognormal distributions, `lognormal(mean,sig)` or `lognormal(mean,sig,1-x)` (which means the variable is $(1 - \text{the cell property})$), or a sum of distributions of increasing averages, for example, `0.3*normal(mean1,sig1)+0.7*normal(mean2,sig2)`. An interval of possible values can also be provided using `interval(min,max)`. Cell-by-cell values can be provided using `file(file_name)`, where `file_name` is the name of the file containing the cell values. For `centroid`, provide `seed` to get a centroidal tessellation. For `tesr`, `file_name` is the name of the raster tessellation file.

To specify several properties, combine them with `,`.

Possible values: any. Default value: voronoi.

`-morphooptiini coo:coo_char_string,weight:weight_char_string` [Option]
Specify the initial positions and weights of the seeds. Different arguments are available, depending on the value of option `-morpho`.

`weight_char_string` can be a real value, any mathematical expression based on variables `radeq` and `diameq` (see [Section A.2 \[Tessellation Keys\], page 52](#)) and their average values, `avradeq` and `avdiameq`, respectively, or `file(file_name)` to load values from a file. The default depends on the value of option `-morpho`: for `voronoi`, it is `0`, for a cell-size statistical distribution, it is `avradeq`, and for cell-based size values (including `-morpho tesr`), it is `radeq`.

`coo_char_string` can be `random` for random positions, `packing` for positions set by (rough) dense sphere packing using the weights as sphere radii, `centroid` for cell centroids, or `file(file_name)` to load values from a file. The default depends on the value of option

¹ `centroidal` is not recommended as it does not correspond to a morphological property *per se*; size and/or sphericity properties should be used instead.

‘-morpho’: for ‘voronoi’, it is ‘random’, for a cell-size statistical distribution, it is ‘none’, and for cell-based coordinate values (including `-morpho tesr`), it is ‘centroid’.

Possible values: see above list. Default value: default.

`-morphooptiobjective` *char_string* [Secondary option]

Specify the objective function. For statistical distributions, the available values of the goodness-of-fit test are ‘chi2’ (Chi-square test), ‘ks’ (Kolmogorov-Smirnov test), ‘kuiper’ (Kuiper’s test), ‘cmv’ (Cramér-Von Mises test), ‘ad’ (Anderson-Darling test), ‘FL2’ (L²-norm on F), ‘FL2w’ (weighted L²-norm on F)², and the default value is ‘FL2w’. For ‘centroid’, a Minkowski distance between the seeds and centroids is used, and can be ‘L1’, ‘L2’ or ‘Linf’. For a raster tessellation, the distance function is used, which can be computed on different regions. The available values are ‘vol’ for the full volume and ‘surf’ for only the surface voxels of the cells. The surface voxels can be computed using different connexity rules: connexities of 0, 1 and 2 indicate that two voxels form a connex set if they share at least a vertex, edge of face, respectively (they lead to decreasing numbers of surface voxels). ‘surf’ assumes a connexity level of 1; to set the connexity level, use ‘surflevel’, where *level* is the connexity level. The default value is ‘surf’.

Possible values: any. Default value: default.

`-morphooptidof` *char_string* [Secondary option]

Specify the degrees of freedom. The available values are ‘x’, ‘y’ and ‘z’ for the 3 coordinates, and ‘w’ for the weights. Combine with ‘,’.

Possible values: see above list. Default value: x,y,z,w.

`-morphooptistop` *char_string* [Secondary option]

Specify the stopping criteria of the optimization process. Note that you do not have to define all criteria; in most cases, only one or two are needed. A stopping expression must be of the form ‘var=val’, where ‘var’ is a variable and ‘val’ is its value. The available variables are: an absolute or relative error on the value of the objective function, ‘eps’ or ‘reps’, an absolute or relative error on the components of the solution vector, ‘xeps’ or ‘xreps’, a value of the objective function, ‘val’, a value of the derivative of the (minimum of the) objective function with respect to the iteration number, ‘dvalditer’, a maximum number of iterations, ‘itermax’, or a maximum computation time, ‘time’. Combine them with ‘,’. Optimization stops as soon as one stopping criterion is matched. Optimization can also be stopped anytime by invoquing the Ctrl+C command.

Possible values: any. Default value: dvalditer=1e-5 (val=1e-4,iter=1e4 for `-morpho centroidal`).

`-morphooptialgo` *char_string* [Secondary option]

Specify the optimization algorithm. The available values are ‘subplex’ (Subplex), ‘praxis’ (Praxis), ‘neldermead’ (Nelder-Mead), ‘cobyala’ (Cobyala), ‘bobyqa’ (Bobyqa) and ‘newuoa’ (Newuoa) — only ‘subplex’ and ‘praxis’ are recommended. In the case of `-morpho centroidal`, another available value is ‘lloyd’ (Lloyd’s algorithm); to specify the seed displacement factor (from the seed to the centroid), use ‘lloyd(factor)’ (the default value is 2). Another available value is ‘random’, for which seeds are moved randomly by the distance specified using `-morphooptiinistep` (use only if you really know what you are doing).

Possible values: any. Default value: subplex (lloyd for `-morpho centroidal`).

`-morphooptialgoneigh` *char_string* [Secondary option]

Specify the neighbour search algorithm. The available values are ‘ann’ (ANN) and ‘qsort’ (direct computation with qsort). ‘ann’ is much faster.

Possible values: any. Default value: ann.

² Weighting by $1/\prod_{i=0}^N |F - p_i|$ where $p_0 = 0$ and p_i are the cumulative proportions of the distribution modes. For a unimodal distribution, the expression simplifies to $1/(F(1 - F))$.

- morphooptigrid** *char_string* [Secondary option]
 Specify the grid used to discretize the distributions. Provide ‘**regular**(*min*,*max*,*bin_nb*)’, where *min* and *max* are the minimum and maximum values of the grid interval, respectively, and *bin_nb* is the number of bins.
 Possible values: **any**. Default value: **regular**(-1,10,1100).
- morphooptismooth** *real* [Secondary option]
 Specify the width of the Gaussian distribution which is assigned to each cell data to compute the distributions.
 Possible values: **any**. Default value: 0.05.
- morphooptideltamax** *real* [Secondary option]
 Specify the maximal value by which each variable is allowed to change during optimization. direction (relative to the average cell size) and each seed is allowed to grow (weight value).
 Possible values: **any**>=0. Default value: **HUGE_VAL**.
- morphooptiinistep** *real* [Secondary option]
 Specify the step used to perturb the seed positions and weights when optimization begins. The argument can be a function of *diam_{eq}*, the average equivalent cell diameter.
 Possible values: **any**>0. Default value: *diam_{eq}*/10.
- morphooptilogtime** *char_string* [Secondary option]
 Log the time taken during the optimization process. The keys are provided in [Section A.4 \[Tessellation Update Keys\]](#), page 54.
 Possible values: **any**. Default value: **none**.
- morphooptilogvar** *char_string* [Secondary option]
 Log the variables, i.e. the seed attributes, during the optimization process. The keys are provided in [Section A.4 \[Tessellation Update Keys\]](#), page 54.
 Possible values: **any**. Default value: **none**.
- morphooptilogval** *char_string* [Secondary option]
 Log the value of the objective function during the optimization process. The keys are provided in [Section A.4 \[Tessellation Update Keys\]](#), page 54.
 Possible values: **any**. Default value: **none**.
- morphooptilogdis** *char_string* [Secondary option]
 Log the distributions during the optimization process. The keys are provided in [Section A.4 \[Tessellation Update Keys\]](#), page 54.
 Possible values: **any**. Default value: **none**.

2.1.3 Transformation Options

- sort** *char_string* [Secondary option]
 Sort the tessellation cells (typically to facilitate data post-processing). Provide as argument the mathematical expression used for sorting (see [Section A.1 \[Mathematical and Logical Expressions\]](#), page 51).
 Possible values: **any**. Default value: **none**.
- scale** *real:real:real* [Option]
 Scale the tessellation by given factors in the x, y and z directions once it is generated. In 2D, the z value can be omitted.
 Possible values: **any**. Default value: **none**.

`-transform char_string(...)` [Option]

Apply transformations to a tessellation.

The following transformation apply to a scalar tessellation:

- ‘`scale(x_fact,y_fact,z_fact)`’ scales a tessellation by `x_fact`, `y_fact` and `z_fact` along directions `x`, `y` and `z`, respectively. For a 2D tessellation, `z_fact` can be omitted.
- ‘`rotate(axis_x,axis_y,axis_z,angle)`’ for a rotation about an axis/angle pair.

The following transformation apply to a raster tessellation:

- ‘`autocrop`’ reduces the raster to its minimal size.
- ‘`rasterscale(x_fact,y_fact,z_fact)`’ scales the number of points of the raster by factors `x_fact`, `y_fact` and `z_fact` along directions `x`, `y` and `z`, respectively. For a 2D tessellation, `z_fact` can be omitted.
- ‘`rmsat`’ removes the cell “satellites”, i.e. parts disconnected from the cell bulk.
- ‘`grow`’ grows the cells to fill the domain.
- ‘`tessinter(tess_file)`’ computes the intersection with tessellation `tess_file`.

Several transformations can be applied successively by combining them with ‘,’.

Possible values: any. Default value: none.

2.1.4 Crystal Orientation Options

`-ori char_string` [Option]

Specify the type of crystal orientation distribution. It can be:

- ‘3D’ for orientations in the 3D space;
- ‘`fibre(dir,coo_x,coo_y,coo_z)`’ for orientations along a specific fibre (crystal direction (`coo_x`, `coo_y`, `coo_z`) parallel to sample direction `dir`, where `dir` can be ‘x’, ‘y’, or ‘z’);
- an ideal orientation, see [Section A.7 \[Rotations and Orientations\], page 57](#);
- a discrete orientation defined using an orientation descriptor:
 - ‘`g(g11,g12,g13,g21,g22,g23,g31,g32,g33,)`’ for a rotation matrix, ‘`e(e1,e2,e3)`’ for Euler angles in Bunge convention, ‘`ek(ek1,ek2,ek3)`’ for Euler angles in Kocks convention, ‘`er(er1,er2,er3)`’ for Euler angles in Roe convention, ‘`rtheta(r1,r2,r3,theta)`’ for an axis / angle (in degrees) pair, ‘`q(q1,q2,q3,q4)`’ for a quaternion, ‘`R(R1,R2,R3)`’ for a Rodrigues vector and ‘`m(h,k,l,u,v,w)`’ for Miller indices;
- ‘equal’ for orientations equal to the one of the parent cell;
- ‘`file(filename):des`’ for reading orientations from file `filename` and written using the descriptor `des` (see [Section A.7 \[Rotations and Orientations\], page 57](#)); if Euler angles (`e`), the descriptor can be omitted.

For ‘3D’ and ‘fibre’, crystal orientations are distributed randomly according to a uniform distribution in the specified space.

Possible values: see above list. Default value: 3D.

`-oricrystm char_string` [Secondary option]

Specify the crystal symmetry. This is used to reduce the domain of definition of the orientation descriptors.

Possible values: triclinic, cubic or hexagonal. Default value: triclinic.

2.1.5 Regularization Options

`-regularization logical` [Option]

Regularize a tessellation, that is, removes the small edges and, indirectly, the small faces. In return, faces can become non-planar (in 3D). This is controlled by options `-fmax`, `-sel` and `-mloop`. Using regularization enables to get better-quality meshes using module `-M` (see [Chapter 3 \[Meshing Module \(-M\)\], page 23](#)).

Possible values: 0 or 1. Default value: 0.

- fmax** *real* [Option]
Specify the maximum allowed face flatness fault (in degrees). The flatness fault is the maximum angle between the normals at two locations on a face.
Possible values: 0 to 180. Default value: 20.
- sel** or **-rsel** *real* [Secondary option]
Specify the absolute or relative small edge (maximum) length. **rsel** is defined relative to the average cell size (volume in 3D and area in 2D). The default **-rsel 1** leads to a length of 0.25 for a unit volume cell in 3D and 0.125 for a unit area cell in 2D. The value also enables to avoid mesh refinement with the default meshing parameters (see [Chapter 3 \[Meshing Module \(-M\)\], page 23](#)). It is also possible to specify values on a per-cell basis. The first way is to use the syntax *default_sel, cell_expr1: cell_sel1, cell_expr2: cell_sel2...*, where *default_sel* is the default small edge length, *cell_expr1* is an expression defining the set of cells *i* and *cell_sel1* is the corresponding small edge length. ‘*cell_expr1*’ can be any expression based on variables provided in [Section A.2 \[Tessellation Keys\], page 52](#). The expressions are processed one after the other. When processing expression *cell_expr1*, the matching cells are assigned *cell_sel1* as small edge length. Typically, option **-rsel** should be passed the same argument than option **-rc1** of module **-M**, see [Chapter 3 \[Meshing Module \(-M\)\], page 23](#). The second way is to load values from an external file using the syntax ‘@*file_name*’, where *file_name* is the name of the file containing the length values.
Possible values: any. Default value: **-rsel 1**.
- mloop** *integer* [Secondary option]
Specify the maximum number of regularization loops. During each loop, the small edges are considered in turn from the shortest to the largest. Regularization stops when the maximum number of loops is reached or no edges are deleted during a loop.
Possible values: any. Default value: 2.

2.1.6 Output Options

- o** *file_name* [Option]
Specify the output file name.
Possible values: any. Default value: none.
- format** *char_string* [Option]
Specify the format of the output file(s). For scalar tessellations, the available formats are the Neper ‘**tess**’, the Gmsh ‘**geo**’, the Ply ‘**ply**’, the Wavefront ‘**obj**’, the 3dec ‘**3dec**’ and the Surface Evolver ‘**fe**’. For raster tessellations, the available formats are the Neper ‘**tesr**’ and the Kitware ‘**vtk**’. Orientations for the cells can be obtained using ‘**ori**’ (see also options starting by ‘**-ori**’). Combine the values with ‘,’.
Possible values: **tess, geo, ply, obj, 3dec, fe, tesr, vtk, ori**. Default value: **tess**.
- tesrformat** *char_string* [Option]
Specify the format of the raster output file(s). The available formats are ASCII (‘**ascii**’), 8-bit binary / unsigned char-type (‘**binary8**’), 16-bit binary / short-type (‘**binary16**’ and ‘**binary16_big**’) and 32-bit binary / int-type (‘**binary32**’ and ‘**binary32_big**’). Formats ‘**binary16**’ and ‘**binary32**’ mean little endianness while formats ‘**binary16_big**’ and ‘**binary32_big**’ mean big endianness.³
Possible values: **ascii, binary8, binary16, binary16_big, binary32, binary32_big**.
Default value: **binary16** or **binary_big** (depending on the system).

³ Endianness is both written in the **tesr** file and tested on the system when reading the **tesr** file, so that the user normally does not have to care about it (even when transferring files across systems).

- tesrsize** *integer* [Option]
Specify the number of points of a raster tessellation along a direction of the domain. In case of a domain of different lengths along the different directions, the argument stands for the geometrical average of the number of points along the different directions, so that the raster points are as cubic as possible. To specify different values along the x, y and z directions, combine the values with ':'.
Possible values: any. Default value: 20.
- oridescriptor** *char_string* [Option]
Specify the orientation descriptor used in the .tess, .tesr and .ori files. It can be Euler angles in Bunge, Kocks or Roe convention (e, ek, er), rotation matrix (g), axis / angle of rotation (rtheta), angle of rotation (theta), Rodrigues vector (R) or quaternion (q).
Possible values: above-mentioned values. Default value: e.
- oriformat** *char_string* [Option]
Specify the format of the .ori output file. The available formats are: the Neper-native plain (i.e. only the descriptors on successive lines), the Zset/Zébulon geof and the FEpX fepx.
Possible values: above-mentioned values. Default value: plain.

2.1.7 Post-Processing Options

The first options apply to the cells and seeds of a tessellation or a raster tessellation, independently of its dimension,

- statcell** *char_string* [Post-processing]
Provide statistics on the tessellation cells. Give as argument the keys as described in [Section A.2 \[Tessellation Keys\], page 52](#) for a tessellation and [Section A.3 \[Raster Tessellation Keys\], page 54](#) for a raster tessellation (combine with ',').
Possible values: any. Default value: none.
Result file: extension .stcell.
- statseed** *char_string* [Post-processing]
Provide statistics on the tessellation seeds. Give as argument the keys as described in [Section A.2 \[Tessellation Keys\], page 52](#) for a tessellation and [Section A.3 \[Raster Tessellation Keys\], page 54](#) for a raster tessellation (combine with ',').
Possible values: any. Default value: none.
Result file: extension .stseed.

For a tessellation, it is also possible to get statistics on an entity-basis,

- statver** *char_string* [Post-processing]
Provide statistics on the tessellation vertices. Give as argument the keys as described in [Section A.2 \[Tessellation Keys\], page 52](#) (combine with ',').
Possible values: any. Default value: none.
Result file: extension .stver.
- statedge** *char_string* [Post-processing]
Provide statistics on the tessellation edges. Give as argument the keys as described in [Section A.2 \[Tessellation Keys\], page 52](#) (combine with ',').
Possible values: any. Default value: none.
Result file: extension .stedge.
- statface** *char_string* [Post-processing]
Provide statistics on the tessellation faces. Give as argument the keys as described in [Section A.2 \[Tessellation Keys\], page 52](#) (combine with ',').
Possible values: any. Default value: none.
Result file: extension .stface.

-statpoly *char_string* [Post-processing]
 Provide statistics on the tessellation polyhedra. Give as argument the keys as described in [Section A.2 \[Tessellation Keys\], page 52](#) (combine with ‘,’).
 Possible values: **any**. Default value: **none**.
 Result file: extension **.stpoly**.

Finally, it is possible to get statistics for a particular set of points. The option applies to a tessellation.

-statpoint *char_string* [Post-processing]
 Provide statistics on points. The points must be loaded with option **-loadpoint**. Give as argument the keys as described in [Section A.6 \[Point Keys\], page 56](#) (combine with ‘,’).
 Possible values: **any**. Default value: **none**.
 Result file: extension **.stpoint**.

2.1.8 Debugging Options

-checktess *file_name* [Input data]
 Check a tessellation file. Provide as argument the file name. Use this option if the tessellation file fails to load using option **-loadtess** or in other modules.
 Possible values: **any**. Default value: **none**.

2.2 Output Files

2.2.1 Tessellation

- Neper tessellation file: **.tess**
 It contains a scalar description of the tessellation. See [Appendix B \[File Formats\], page 61](#) for the file syntax.
- Neper raster tessellation file: **.tesr**
 It contains a raster description of the tessellation. See [Appendix B \[File Formats\], page 61](#) for the file syntax.
- Gmsh geometry file: **.geo**
 It contains a minimal description of the tessellation written under the Gmsh geometry file format **.geo**. This file can be opened with Gmsh for visualization.
- Ply file: **.ply**
 It contains a description of the tessellation written under the standard “Polygon File Format” **.ply**.
- Wavefront geometry file: **.obj**
 It contains a description of the tessellation written under the Wavefront geometry format **.obj**.
- 3dec file: **.3dec**
 It contains a description of the tessellation written under the 3dec format **.3dec**.
- VTK file: **.vtk**
 It contains a description of the raster tessellation written under the VTK format **.vtk** as supported by Amitex_ffpt. Binary data are always written using BigEndians.
- Orientation file: **.ori**
 It contains crystal orientations for the tessellation cells. The orientations are written on successive lines, using the descriptor specified by option **-oridescriptor** (see also [Section A.7 \[Rotations and Orientations\], page 57](#)) and the writing convention specified by option **-oriformat**.

2.2.2 Statistics

Statistics files are provided for cells, seeds, vertices, edges, faces, polyhedra and points. They are formatted with one entity per line. Each line contains the data specified to the corresponding `-stat` option and described in [Section A.2 \[Tessellation Keys\]](#), page 52 and [Section A.3 \[Raster Tessellation Keys\]](#), page 54 (files `.stcell` and `.stseed` only).

- Tessellation cell statistics file, `.stcell`.
- Tessellation seed statistics file, `.stseed`.
- Tessellation vertex statistics file, `.stver`.
- Tessellation edge statistics file, `.stedge`.
- Tessellation face statistics file, `.stface`.
- Tessellation polyhedron statistics file, `.stpoly`.
- Point statistics file, `.stpoint`.

2.2.3 Tessellation Optimization Log Files

Log files are provided for the time, variables, statistical distributions and objective function value. The files contain the data specified to the corresponding `-morphoptilog` option and described on [Section A.4 \[Tessellation Update Keys\]](#), page 54.

- Time file, `.logtime`.
- Variables, i.e. seed attributes, file, `.logvar`.
- Statistical distribution files, `.logdisid`, where *id* is the identifier of the distribution.
- Objective function value file, `.logval`.
- Target raster tessellation file, `-obj.tesr`.

2.3 Examples

Below are some examples of use of `neper -T`.

1. Generate a Voronoi tessellation containing 100 cells (with identifier = 1).


```
$ neper -T -n 100 -id 1
```
2. Use an elongated domain and generate a Voronoi tessellation containing 100 cells.


```
$ neper -T -n 100 -id 1 -domain "cube(3,1,0.33)"
```
3. Generate a Voronoi tessellation containing 100 cells and apply regularization.


```
$ neper -T -n 100 -id 1 -reg 1
```
4. Generate a 2D Voronoi tessellation containing 100 cells.


```
$ neper -T -n 100 -id 1 -dim 2
```
5. Generate a tessellation containing 100 cells with experimental grain-growth morphological properties.


```
$ neper -T -n 100 -id 1 -morpho gg
```
6. Generate a tessellation containing 100 cells with experimental grain-growth morphological properties, and get the equivalent diameters and sphericities of the cells.


```
$ neper -T -n 100 -id 1 -morpho gg -statcell diameq:rel,sphericity
```
7. Generate a 2-scale Voronoi tessellation containing 100×10 cells.


```
$ neper -T -n 100::10 -id 1::1
```
8. Generate a 2-scale tessellation containing 10 primary cells with grain-growth morphological properties, each one divided into lamellae of width 0.1.


```
$ neper -T -n 10::from_morpho -id 1::1 -morpho "gg::lamellar(w=0.1)"
```

9. Generate a 2-scale Voronoi tessellation containing 10 primary cells with grain-growth morphological properties, each one divided into lamellae of widths loaded from file `lam_width` and plane normals loaded from file `lam_normal`.

```
$ neper -T -n 10::from_morpho -id 1::1 -morpho "gg::lamellar(w=file(lam_width),v=file(lam_normal))"
```

```
lam_width:
```

```
1 0.05
2 0.10
3 0.05
4 0.10
5 0.05
6 0.10
7 0.05
8 0.10
9 0.05
10 0.10
```

```
lam_normal:
```

```
1 1.000000 0.000000 0.000000
2 0.000000 1.000000 0.000000
3 1.000000 0.000000 0.000000
4 0.000000 1.000000 0.000000
5 1.000000 0.000000 0.000000
6 0.000000 1.000000 0.000000
7 1.000000 0.000000 0.000000
8 0.000000 1.000000 0.000000
9 1.000000 0.000000 0.000000
10 0.000000 1.000000 0.000000
```

10. Generate a 2-scale Voronoi tessellation containing 3 primary cells divided into 1, 10 and 100 secondary cells, respectively.

```
$ neper -T -n "3::file(myfile)" -id 1::1
```

```
myfile:
```

```
1 1
2 10
3 100
```

11. Generate a 2-scale Voronoi tessellation containing 2×3 cells with specific seed coordinates at both scales (files `coo1` and `coo2`).

```
$ neper -T -n 2::3 -id 1::1 \
-morphoptiini "coo:file(coo1),weight:0::coo:file(coo2),weight:0" \
-morpho voronoi
```

```
coo1:
```

```
0.25 0.50 0.50
0.75 0.50 0.50
```

```
coo2:
```

```
1 0.25 0.10 0.50
1 0.25 0.50 0.50
1 0.25 0.90 0.50
2 0.75 0.50 0.10
2 0.75 0.50 0.50
2 0.75 0.50 0.90
```

Note that `coo1` is a simple position file (see [Section B.4 \[Position File\]](#), page 68) while `coo2` is a multiscale cell file (see [Section B.3 \[Multiscale Cell File\]](#), page 67).

3 Meshing Module (-M)

Module -M is the module for meshing scalar and raster tessellations. Two meshing strategies are available. *Free (or unstructured) meshing* creates a conforming mesh into tetrahedral elements (triangular in 2D). *Mapped (or structured) meshing* generates a non-conforming mesh into regular hexahedral elements (quadrangular in 2D). Free meshing is carried out so that the elements have sizes as close as possible to the target value, and show high quality, that is, equilateral shapes. The input file is a tessellation file (.tess) or a raster tessellation file (.tesr), as provided by module -T. Standard tessellations, multiscale tessellations and periodic (or semi-periodic) tessellations are supported. Free meshing of raster tessellations works for 2D tessellations only. The output mesh can be written in various formats.

The target element size of the mesh can be specified through the element *characteristic length* ('c1'). It stands for the length of a 1D element, the length of the edge of a triangular or quadrangular element (2D) and the length of an edge of a tetrahedral or hexahedral element (3D). For convenience, a *relative characteristic length* (rc1) is also defined, whose value is relative to the average cell size and provides a medium number of elements. It is also possible to specify c1 (or rc1) values on a per-cell basis, or to specify different values along the three coordinate axes.

For free meshing, mesh quality is ensured to the greatest extent possible using several advanced capabilities,

- Optimized meshing rules. The mesh properties are controlled by size parameters (options -c1, -rc1, etc.) and a size gradient parameter used for 1D meshing (option -p1).
- Multimeshing. Each tessellation face and volume is meshed separately of the others, with several meshing algorithms, until a target mesh quality is reached. This is controlled by options starting by -meshqual, and options -mesh2dalgo and -mesh3dalgo.

Note that, in general, tessellation *regularization* is also necessary to ensure good-quality meshing, see [Chapter 2 \[Tessellation Module \(-T\)\], page 9](#).

Remeshing can also be applied to generate a new, good-quality mesh from a mesh containing poor-quality elements. The variables defined on the old mesh can be transported on the new mesh (options starting by -transport).

For mapped meshing, mesh cleaning options enable to remove isolated elements or duplicate nodes, or to duplicate nodes subjected to singularity behaviour (options -clean, -dupnodemerge and -singnodedup).

Mesh partitioning enables to divide the mesh nodes and elements into several sets while minimizing the interfaces between them¹, for parallel finite element calculations. Partitioning can return any number of partitions, or more efficiently, can be carried out according to a given parallel computer architecture (option -part).

In the output mesh, the individual entities of the tessellations (the vertices, edges, faces and polyhedra) can be described by element sets (option -dim). Node sets of the vertices, edges and faces of the boundary of the tessellation are also provided for prescribing the boundary conditions (option -nset). The surface element sets are also provided (option -faset). The mesh order can be 1 or 2 (option -order). Statistical data can be obtained on the meshes (options starting by -stat).

¹ Each partition being assigned to a processor in the finite element calculation, the minimization of the interfaces between the partitions is done in terms of the number of necessary communications between processors.

Here is what a typical run of module -M looks like,

```
$ neper -M n10-id1.tess

===== N e p e r =====
Info  : A software package for polycrystal generation and meshing.
Info  : Version 3.0.0
Info  : Built with: gsl nlopt muparser
Info  : <http://neper.sourceforge.net>
Info  : Copyright (C) 2003-2016, and GNU GPL'd, by Romain Quey.
Info  : Comments and bug reports: <neper-users@lists.sourceforge.net>.
Info  : Loading initialization file '/home/rquey/.neperrc'...
Info  : -----
Info  : MODULE -M loaded with arguments:
Info  : [ini file] -gms /foo/bar/bin/gms
Info  : [com line] n10-id1.tess
Info  : -----
Info  : Reading input data...
Info  :   - Reading arguments...
Info  : Loading input data...
Info  :   - Loading tessellation...
Info  :     [i] Parsing file 'n10-id1.tess'...
Info  :     [i] Parsed file 'n10-id1.tess'.
Info  : Meshing...
Info  :   - Preparing... (cl = 0.2321) 100%
Info  :   - 0D meshing... 100%
Info  :   - 1D meshing... 100%
Info  :   - 2D meshing... 100% (0.72|0.87/83%|11%| 6%)
Info  :     > Checking 2D mesh for pinching out...
Info  :   - 3D meshing... 100% (0.89|0.91/100%| 0%| 0%)
Info  : Searching nsets...
Info  : Writing mesh results...
Info  :   - Preparing mesh...
Info  :   - Mesh properties:
Info  :     > Node number:      287
Info  :     > Elt  number:      1006
Info  :     > Mesh volume:      1.000
Info  :   - Writing mesh...
Info  :     [o] Writing file 'n10-id1.msh'...
Info  :     [o] Wrote file 'n10-id1.msh'.
Info  : Elapsed time: 8.537 secs.
=====
```

3.1 Arguments

3.1.1 Prerequisites

- `-gmsb path_name` [Prerequisite]
Specify the path of the Gmsh binary (for meshing into triangle and tetrahedral elements).
Possible values: any. Default value: `gmsb`.
- `-tmp path_name` [Prerequisite]
Specify the path of the temporary directory (used by Gmsh).
Possible values: any. Default value: `."`.

3.1.2 Input Data

In normal use, the input data is a tessellation file, a raster tessellation file or a mesh file,

- `file_name` [Input data]
Specify the name of the input file. It can be a tessellation file (`.tess`), a raster tessellation file (`.tesr`) or a mesh file for remeshing (`.msh`). To load several of them (namely, both a tessellation file and a mesh file for remeshing), combine them with `,`. To overwrite the coordinates of the nodes of a mesh, use the syntax `'file_name:nodectoo_file_name'`, where `file_name` is the name of the mesh file and `nodectoo_file_name` is the name of the file containing the coordinates of the nodes (see [Section B.4 \[Position File\], page 68](#)). To load only a subregion of a raster tessellation, use the syntax `'file_name:crop(xmin,xmax,ymin,ymax,zmin,zmax)'`, where `'xmin'`, `'xmax'`, `'ymin'`, `'ymax'`, `'zmin'` and `'zmax'` are the minimum and maximum positions along x, y and z, respectively. For 2D raster tessellations, the z boundaries can be omitted. To scale the number of points of a raster tessellation, use the syntax `'file_name:scale(factor)'`, where `factor` is the scaling factor, or `'file_name:scale(factor_x,factor_y,factor_z)'`, where `factor_x`, `factor_y` and `factor_z` are the scaling factor along x, y and z, respectively. For 2D raster tessellations, the z factor can be omitted.
Possible values: any. Default value: `none`.

It is also possible to load a result mesh from a file. (Using option `-o` along with this capability avoids overwriting the input data.)

- `-loadmesh file_name` [Input data]
Load a mesh from a file (`.msh` format).
Possible values: any. Default value: `none`.

Finally, it is possible to load a set of points. These points are used only for statistics, in option `-statpoint`,

- `-loadpoint file_name` [Input data]
Load points from a file. See [Section B.4 \[Position File\], page 68](#) for the file format. Provide as argument the file name.
Possible values: any. Default value: `none`.

3.1.3 Meshing Options

- `-elttype char_string` [Option]
Specify the type of elements, among tetrahedral (`'tet'`) and hexahedral (`'hex'`). (The 2D counterparts, `'tri'` and `'quad'`, can also be used and are equivalent.)
Possible values: `tet`, `hex`. Default value: `tet`.

- cl or -rcl *real*** [Option]
 Specify the absolute or relative characteristic length of the elements. *rcl* is defined relative to the average cell size. The default **-rcl 1** leads to a mesh with about 100 elements per cell in average (64 in 2D). For free meshing, it is also possible to get non-uniform characteristic length distributions, as detailed in the following. To define a characteristic length on a per-cell basis, the first way is to use the syntax **default_cl, cell_expr1: cell_cl1, cell_expr2: cell_cl2. . .**, where **default_cl** is the default characteristic length, **cell_expr*i*** is an expression defining the set of cells *i* and **cell_cl*i*** is the corresponding characteristic length. ‘**cell_expr*i***’ can be any expression based on variables provided in [Section A.2 \[Tessellation Keys\]](#), page 52 for tessellations, [Section A.3 \[Raster Tessellation Keys\]](#), page 54 for raster tessellations and [Section A.5 \[Mesh Keys\]](#), page 55 for meshes. The expressions are processed one after the other. When processing expression **cell_expr*i***, the matching cells are assigned **cell_cl*i*** as characteristic length. A typical use is ‘**-rcl val1, body==0: val2**’ to get interior cells meshed with **rcl=val1** and boundary cells meshed with **rcl=val2**. The second way is to load values from an external file using the syntax ‘**@file_name**’, where **file_name** is the name of the file containing the characteristic length values.
 Possible values: **any**. Default value: **-rcl 1**.
- dim *char_string*** [Option]
 Specify the meshing dimension. By default, it is equal to the input data dimension (‘**inputdim**’). To get meshes of several dimensions in output, provide the values combined with ‘,’. Provide ‘**all**’ for all and ‘**none**’ for none. Note that the meshes of all dimensions are always written into a **.msh** mesh file unless ‘**:msh**’ is appended to the option argument. If a mesh dimension of 3 is required, but the input data is 2D, the 3D mesh is obtained by extrusion of the 2D mesh.
 Possible values: 0 to 3, **all**, **none**, **inputdim**. Default value: **inputdim**.
- order *integer*** [Option]
 Specify the mesh order. 1 means 2-node linear elements, 3-node triangular elements, 4-node quadrangular elements, 4-node tetrahedral elements and 8-node hexahedral elements. 2 means 3-node linear elements, 6-node triangular elements, 8-node quadrangular elements, 10-node tetrahedral elements and 20-node hexahedral elements.
 Possible values: 1 or 2. Default value: 1.
- pl *real*** [Secondary option]
 Specify the progression factor for the element characteristic lengths. This value is the maximum ratio between the lengths of two adjacent 1D elements.
 Possible values: **any** >= 1. Default value: 2.
- clratio *char_string*** [Secondary option]
 Specify the ratios between the *cl*-values along the different coordinate axes. Provide the values combined with ‘:’. For example, ‘**2:1:1**’ leads to elements twice as long in the x direction as in the y and z directions.
 Possible values: **none**. Default value: **any**.
- clmin *real*** [Not recommended option]
 Specify the minimum characteristic length of the elements.
 Possible values: **any**. Default value: **none**.

The following options define the multimeshing algorithm (for 2D and 3D free meshings). *Multimeshing* consists in using several meshing algorithms concurrently, for each face or polyhedron, until a minimum, target mesh quality is reached. The mesh quality factor, O , accounts for both the element sizes and aspect ratios. It is given by $O = O_{dis}^{\alpha} \times O_{size}^{1-\alpha}$, where O_{dis} and O_{size}

range from 0 (poor quality) to 1 (high quality) and α is a factor equal to 0.8. Therefore, O also ranges from 0 (poor quality) to 1 (high quality). See the Neper reference paper for more information. The minimum quality value can be modified using option `-meshqualmin`. The values of O and O_{dis} can be modified using options `-meshqualexpr` and `-meshqualdisexpr`. The value of the target mesh quality significantly influences meshing speed and output mesh quality. A value of 0 provides the fastest meshing while a value of 1 provides the best-quality meshing. The default value provides an effective balance. The meshing algorithms are taken from the Gmsh¹ and Netgen² libraries (options `-mesh2dalgo` and `-mesh3dalgo`).

- `-meshqualmin` *real* [Option]
Specify the minimum, target value of mesh quality, O , as defined by option `-meshqualexpr`. Possible values: 0 to 1. Default value: 0.9.
- `-meshqualexpr` *char_string* [Option]
Specify the expression of mesh quality, O , as a function of O_{dis} and O_{size} . Possible values: any. Default value: $O_{dis}^{0.8} * O_{size}^{0.2}$.
- `-meshqualdisexpr` *char_string* [Secondary option]
Specify the expression of the mesh element distortion parameter, O_{dis} , as a function of the element distortion parameter dis (see the Neper reference paper). Possible values: any. Default value: $dis^{(\exp((dis^{0.1}) / (dis^{0.1} - 1)))}$.
- `-mesh2dalgo` *char_string* [Secondary option]
Specify the 2D meshing algorithms (combine with ‘,’). The available values are `mead` (MeshAdapt), `dela` (Delaunay) and `fron` (Frontal). Possible values: `mead, dela, fron`. Default value: `mead, dela, fron`.
- `-mesh3dalgo` *char_string* [Secondary option]
Specify the 3D meshing algorithms (combine with ‘,’). Each algorithm has format ‘`mesh:opti`’, where `mesh` and `opti` stand for the meshing and mesh optimization algorithms. The available values of `mesh` are currently limited to `netg` (Netgen). The available values of `opti` are ‘`gmsh`’ (Gmsh), ‘`netg`’ (Netgen) and ‘`gmne`’ (Gmsh + Netgen). Use ‘`none`’ for none. Possible values: `netg:none, netg:gmsh, netg:netg, netg:gmne`. Default value: `netg:gmsh, netg:netg, netg:gmne`.
- `-interface` *char_string* [Secondary option]
Specify the type of interface meshing. Provide ‘`continuous`’ for a continuous mesh at interfaces, with shared nodes between neighbour element sets (which are associated to the tessellation cells). Provide ‘`discontinuous`’ for a discontinuous mesh at interfaces, with distinct nodes for the neighbour element sets. Provide ‘`cohesive`’ for cohesive elements at interfaces, joining the neighbour element sets. See option `-faset` for the output format. Possible values: see above. Default value: `continuous`.

3.1.4 Raster Tessellation Meshing Options

Raster tessellation meshing implies interface reconstruction, interface mesh smoothing then remeshing. The following options enable to control interface smoothing.

- `-tesrsmooth` *char_string* [Secondary option]
Method for smoothing the interface meshes reconstructed from raster tessellations. Laplacian smoothing (‘`laplacian`’) is an iterative method that modifies the coordinates of a node

¹ Ch. Geuzaine and J.-F. Remacle, *Gmsh: a three-dimensional finite element mesh generator with built-in pre- and post-processing facilities*, *International Journal for Numerical Methods in Engineering*, 79, 1309–1331, 2009.

² J. Schöberl, *Netgen, an advancing front 2d/3d-mesh generator based on abstract rules*. *Comput. Visual. Sci.*, 52, 1–41, 1997.

using the coordinates of the neighbouring nodes. At iteration i , the position of a node, X_i , is calculated from its previous position, X_{i-1} , and the position of the barycentre of the neighbouring nodes (weighted barycentre, considering the inverse of the distance between the node and the neighbour), X_{i-1}^n , as follows: $X_i = (1 - A) X_{i-1} + A X_{i-1}^n$. $A \in [0, 1]$ is an adjustable parameter (see option `-tesrsmoothfact`). The number of iterations is set by option `-tesrsmoothitermax`. There is no stop criterion, so `itermax` will always be reached. Possible values: `laplacian` or `none`. Default value: `laplacian`.

`-tesrsmoothfact` *real* [Secondary option]
Specify the factor used for the interface mesh smoothing (A in option `-tesrsmooth`).
Possible values: 0 to 1. Default value: 0.5.

`-tesrsmoothitermax` *integer* [Secondary option]
Specify the number of iterations used for interface mesh smoothing.
Possible values: any ≥ 0 . Default value: 5.

3.1.5 Mesh Cleaning Options

The following options are specific to mapped meshing of raster tessellations containing voids.

`-clean` *integer* [Secondary option]
Clean the mesh so that it consists of a set of connected elements. Provide as argument the level of cleaning. A value of 1 indicates that two elements should be considered connected to each other if they share at least a vertex. A value of 2 indicates that two elements should be considered connected to each other if they share at least a face. Using this option, the elements (or bunches of elements) that are not connected to the main skeleton are removed.
Possible values: 0 to 2. Default value: 0.

`-singnodedup` *logical* [Secondary option]
Duplicate nodes which are the subject of singularity. Such a node belongs to several elements which share only a node or an edge, which provides a singularity behaviour. In Mechanics, it corresponds to imposing a common displacement, while the point can carry no stress. In Thermics, it corresponds to imposing a given temperature at a particular location shared by two bodies, but not enabling heat flux to operate at that location. When this option is enabled, such a node is duplicated, so that each body has its own node. Option `-dupnodemerge` enables to merge back duplicate nodes.
Possible values: 0 or 1. Default value: 0.

`-dupnodemerge` *real* [Secondary option]
Merge duplicate nodes. Provide as argument the distance between nodes below which two nodes are merged. Note that Neper does not generate meshes with duplicate nodes, except using options `-singnodedup` or `-interface`.
Possible values: 0. Default value: any > 0 .

3.1.6 Transformation Options

`-scale` *real:real:real* [Option]
Scale the mesh by given factors in the x, y and z directions once it is generated. In 2D, the z value can be omitted.
Possible values: any. Default value: none.

3.1.7 Mesh Partitioning Options

Mesh partitioning is achieved using the libScotch library³. The principle of mesh partitioning is to create partitions of same size while minimizing the interfaces between them. This affects

³ F. Pellegrini, *Scotch and libScotch 5.1 User's Guide*, INRIA Bordeaux Sud-Ouest, ENSEIRB & LaBRI, UMR CNRS 5800, 2008.

the same load to all computation units and minimizes communications between them, therefore minimizes the total computation time. There are two available strategies for mesh partitioning. The first one creates partitions and arranges them independently of each other, while the second one consists in optimizing the size and arrangement of the partitions based on a given computer cluster architecture to minimize computation time further. For those clusters that contain processors made of several cores, the communication time between cores of a processor is much lower than the communication time between cores of different processors. To minimize the global communication time, partitions which are processed by cores of the same processor can be grouped together. Partitioning is applied to the higher-dimension mesh. On top of defining the partitions, it renumbers the nodes and elements by increasing partition identifier and writes partitions as element and node sets (*vtk*, *inp* and *geof* formats). This can be managed using option *-part*.

-part integer or char_string [Option]

Specify the number of partitions or a computer cluster architecture. Using the first option, the number of partition can be any. At the opposite, for a computer cluster architecture, the total number of partitions must be a power of 2. An architecture can be specified in two ways. First, for clusters that contain processors made of several cores, the number of processors and the number of cores per processor can be combined using the ‘:’ separator. A ratio of 10 is considered between the computation time between cores located on different processors and the one between cores of the same processor. Second, the name of a file describing the cluster architecture at the Scotch format can be provided.

Possible values: *any*. Default value: *none*.

-partbalancing real [Secondary option]

Specify the rate of element partition balancing. The partitioning algorithm applies to the nodes; the element partitions are determined afterwards and can be somewhat unbalanced. This option enables to enforce balancing, but getting a full balancing is highly CPU-demanding.

Possible values: 0 to 1. Default value: 0.5.

-partmethod char_string [Secondary option]

Specify the partitioning method. Provide the partitioning expression in Scotch’s jargon, or ‘*none*’ for none.

Possible values: *any*. Default value: *see_the_source*.

3.1.8 Field Transport Options

-transport char_string:char_string:file_name,... [Option]

Transport data from a parent mesh to a child mesh. The parent mesh is the input mesh and the child mesh is the result mesh (created by remeshing or loaded with *-loadmesh*). A transport entry must have format ‘*entity_type:data_type:file_name*’, where ‘*entity_type*’ must be ‘*node*’ or ‘*elt*’, ‘*data_type*’ is the type of data, under format ‘*integerX*’ or ‘*realX*’, where *X* is the dimension, and *file_name* is the name of the file containing the parent data. For several data transports, combine the transport entries with ‘,’. Nodal data are transported by interpolation using the shape functions (2D only). Element data are transported by considering the parent element which the centroid of the new element belongs to.

Possible values: *any*. Default value: *none*.

3.1.9 Output Options

-o file_name [Option]

Specify the output file name.

Possible values: *any*. Default value: *none*.

-format *char_string* [Option]

Specify the format of the output file(s). Mesh formats are: the Gmsh ‘*msh*’, the VTK ‘*vtk*’, the Abaqus ‘*inp*’, the Zset/Zébulon ‘*geof*’ and the FEpX ‘*fepx*’ (for the FEpX legacy format, provide ‘*fepx:legacy*’). For ‘*msh*’, append ‘*:format*’ to specify the format, which can be ‘*ascii*’ or ‘*binary*’ (default ‘*ascii*’). The tessellation file format ‘*tess*’ is also available. Combine arguments with ‘,’.

Possible values: see above. Default value: *msh*.

-nset *char_string* [Option]

Specify the node sets to provide, among: *faces*, *edges*, *vertices* for all domain faces, edges and vertices, and *facebodies* and *edgebodies* for all face and edge bodies. Provide *all* for all and *none* for none. To get the node sets corresponding to individual entities, provide their labels. For a cuboidal domain, they are *[x-z]* [0,1] for the domain faces, *[x-z]* [0,1] *[x-z]* [0,1] for the edges, and *[x-z]* [0,1] *[x-z]* [0,1] *[x-z]* [0,1] for the vertices. For a cylindrical domain, they are *z* [0,1] for the *z* faces, and *f* [1,2,...] for the faces on the circular part of the domain. For other domains, they are *f* [1,2,...] for the faces. For cylindrical and other types of domains, the edge and vertex labels are obtained from the face labels as for cuboidal domains. For a 2D mesh (generated from a 2D tessellation), the labels are *[x-y]* [0,1] for the edges and *[x-y]* [0,1] *[x-y]* [0,1] for the vertices. Append ‘*body*’ to a label to get only the body nodes of the set. Combine labels with ‘,’.

Possible values: see above. Default value: *faces* in 3D and *edges* in 2D.

-faset *char_string* [Option]

Specify the element surface meshes (edge meshes in 2D) to provide. Use ‘*faces*’ for all domain faces. To get the meshes of individual faces, provide their labels (see option *-nset*). For internal mesh faces (edges in 2D) as created by ‘*-interface discontinuous*’, provide ‘*internal*’. Combine them with ‘,’. Provide *none* for none.

Possible values: see above. Default value: *none*.

3.1.10 Post-Processing Options

The following options provide statistics on the nodes (‘*nodes*’), 0D elements (‘*elt0d*’) and element sets (‘*elset0d*’), 1D elements (‘*elt1d*’) and element sets (‘*elset1d*’), 2D elements (‘*elt2d*’) and element sets (‘*elset2d*’) and 3D elements (‘*elt3d*’) and element sets (‘*elset3d*’). Also note that the ‘*elt*’ and ‘*elset*’ labels can be used in place of ‘*eltnd*’ and ‘*elsetnd*’, where *n* is the higher mesh dimension. This enables to use the same command whatever the higher mesh dimension is.

-statnode *char_string* [Post-processing]

Provide statistics on the nodes. Provide as argument the keys as described in [Section A.5 \[Mesh Keys\], page 55](#) (combine with ‘,’).

Possible values: any. Default value: *none*.

Result file: extension *.stnode*.

-statelt0d *char_string* [Post-processing]

Provide statistics on the 0D elements. Provide as argument the keys as described in [Section A.5 \[Mesh Keys\], page 55](#) (combine with ‘,’).

Possible values: any. Default value: *none*.

Result file: extension *.stelt0d*.

-statelt1d *char_string* [Post-processing]

Provide statistics on the 1D elements. Provide as argument the keys as described in [Section A.5 \[Mesh Keys\], page 55](#) (combine with ‘,’).

Possible values: any. Default value: *none*.

Result file: extension *.stelt1d*.

- statelt2d** *char_string* [Post-processing]
 Provide statistics on the 2D elements. Provide as argument the keys as described in [Section A.5 \[Mesh Keys\], page 55](#) (combine with ‘,’).
 Possible values: *any*. Default value: *none*.
 Result file: extension *.stelt2d*.
- statelt3d** *char_string* [Post-processing]
 Provide statistics on the 3D elements. Provide as argument the keys as described in [Section A.5 \[Mesh Keys\], page 55](#) (combine with ‘,’).
 Possible values: *any*. Default value: *none*.
 Result file: extension *.stelt3d*.
- statelset0d** *char_string* [Post-processing]
 Provide statistics on the 0D element sets. Provide as argument the keys as described in [Section A.5 \[Mesh Keys\], page 55](#) (combine with ‘,’).
 Possible values: *any*. Default value: *none*.
 Result file: extension *.stelset0d*.
- statelset1d** *char_string* [Post-processing]
 Provide statistics on the 1D element sets. Provide as argument the keys as described in [Section A.5 \[Mesh Keys\], page 55](#) (combine with ‘,’).
 Possible values: *any*. Default value: *none*.
 Result file: extension *.stelset1d*.
- statelset2d** *char_string* [Post-processing]
 Provide statistics on the 2D element sets. Provide as argument the keys as described in [Section A.5 \[Mesh Keys\], page 55](#) (combine with ‘,’).
 Possible values: *any*. Default value: *none*.
 Result file: extension *.stelset2d*.
- statelset3d** *char_string* [Post-processing]
 Provide statistics on the 3D element sets. Provide as argument the keys as described in [Section A.5 \[Mesh Keys\], page 55](#) (combine with ‘,’).
 Possible values: *any*. Default value: *none*.
 Result file: extension *.stelset3d*.
- statpoint** *char_string* [Post-processing]
 Provide statistics on points. The points must be loaded with option *-loadpoint*. Provide as argument the keys as described in [Section A.6 \[Point Keys\], page 56](#) (combine with ‘,’).
 Possible values: *any*. Default value: *none*.
 Result file: extension *.stpoint*.

3.1.11 Advanced Options

These advanced options set running conditions for the meshing libraries (triangle and tetrahedral meshing),

- mesh3dclconv** *real* [Secondary option]
 Specify the maximum difference between the characteristic length *c1* and the average element length (for each polyhedron). Neper tries its best to get the average element size to match *c1*. Use this option to change the tolerance on the relative difference between the two. This is a highly CPU-sensitive capability (increasing this value can be efficient to speed up meshing).
 Possible values: *any*. Default value: *0.02*.

- mesh2dmaxtime** *real* [Secondary option]
Specify the maximum processing time allowed to the meshing library for meshing a tessellation face (in seconds).
Possible values: *any*. Default value: 1000.
- mesh2drmaxtime** *real* [Secondary option]
Specify a factor used to determine the maximum processing time allowed to the meshing library for meshing a tessellation face. This option is similar to **-mesh2dmaxtime**, but the actual maximum time is the product of the maximum processing time of the previous meshings by the value provided in argument.
Possible values: *any*. Default value: 100.
- mesh2diter** *integer* [Secondary option]
Specify the maximum number of 2D meshing attempts for a particular face (in case of failure).
Possible values: *any*. Default value: 3.
- mesh3dmaxtime** *real* [Secondary option]
Specify the maximum processing time allowed to the meshing library for meshing a tessellation polyhedron (in seconds).
Possible values: *any*. Default value: 1000.
- mesh3drmaxtime** *real* [Secondary option]
Specify a factor used to determine the maximum processing time allowed to the meshing library for meshing a tessellation polyhedron. This option is similar to **-mesh3dmaxtime**, but the actual maximum time is the product of the maximum processing time of the previous meshings by the value provided in argument.
Possible values: *any*. Default value: 100.
- mesh3diter** *integer* [Secondary option]
Specify the maximum number of 3D meshing attempts for a particular polyhedron (in case of failure).
Possible values: *any*. Default value: 3.

3.2 Output Files

3.2.1 Mesh

The mesh can be written in the following formats,

- Gmsh format: file *.msh*
- VTK format: file *.vtk*
- Abaqus format: file *.inp*
- Zset/Zébulon format: file *.geof*
- FEpX format: files *.mesh*, *.grain* and *.bcs* (*.parms*, *.mesh*, *.surf*, *.opt* and *.bcs* in legacy mode)

3.2.2 Periodicity

- File *.per*. For each slave node, the file provides (one slave node per line): the node id, the master node id and the shift vector of the slave.

3.2.3 Interfaces

- File *.int1*. For each 2D interface, the file provide (one 2D interface per line): the labels of the two element sets of the interface.

3.2.4 Statistics

Statistics files are provided for nodes, elements, element sets and points. They are formatted with one entity per line. Each line contains the data specified to the corresponding `-stat` option and described in [Section A.5 \[Mesh Keys\], page 55](#).

- Node statistics file, `.stnode`.
- (Higher-dimension) element statistics file, `.stelst`.
- (Higher-dimension) element set statistics file, `.stelset`.
- 0D element statistics file, `.stelst0d`.
- 1D element statistics file, `.stelst1d`.
- 2D element statistics file, `.stelst2d`.
- 3D element statistics file, `.stelst3d`.
- 0D element set statistics file, `.stelset0d`.
- 1D element set statistics file, `.stelset1d`.
- 2D element set statistics file, `.stelset2d`.
- 3D element set statistics file, `.stelset3d`.
- Point statistics file, `.stpoint`.

3.3 Examples

Below are some examples of use of `neper -M`,

1. Mesh tessellation `n100-id1.tess`.


```
$ neper -M n100-id1.tess
```
2. Mesh 2D raster tessellation `n100-id1.tesr`.


```
$ neper -M n100-id1.tesr
```
3. Mesh tessellation `n100-id1.tess` with a mesh size of `rcl = 0.5` and in 2nd-order elements.


```
$ neper -M n100-id1.tess -rcl 0.5 -order 2
```
4. Mesh tessellation `n100-id1.tess` with small elements for the interior cells and bigger elements for the boundary cells.


```
$ neper -M n100-id1.tess -rcl "0.2,body==0:0.5"
```
5. Remesh mesh `n150_def.msh` (comprising poor-quality elements) into a clean, new mesh. Transport the scalar data of file `n150_def.data` from the deformed mesh to the new mesh.


```
$ neper -M n150.tess,n150_def.msh -transport elt:real1:n150_def.data
-rcl 0.5 -o n150_new
```
6. Mesh tessellation `n100-id1.tess` and divide the mesh into 8 partitions.


```
$ neper -M n100-id1.tess -part 8
```
7. Mesh tessellation `n100-id1.tess` into regular hexahedral elements (non-conformal mesh).


```
$ neper -M n100-id1.tess -elt hex
```
8. Mesh tessellation `n100-id1.tess` and get, for each element, its radius ratio and its volume.


```
$ neper -M n100-id1.tess -statelt rr,vol
```


4 Visualization Module (-V)

Module -V is the Neper visualization module, with which the tessellations and meshes can be printed as publication-quality images. It is also possible to visualize data on them using colours and transparency, or displacements of the nodes and to plot data on slices of the mesh. Points of specific size and colour can also be shown. The output is a PNG image file. The POV-Ray ray-tracing library is used for generating the images.

Contrary to other modules, module -V processes the command arguments one after the other. Typically, using module -V consists in loading a tessellation or a mesh, then data fields to render them. The data can apply to the tessellation entities: polyhedra, faces, edges and vertices, to the mesh entities: 3D, 2D, 1D and 0D elements and nodes, and to points (options starting by `-data`). The entities that are to be visible, for example particular tessellation cells, element sets or elements, can also be specified (options starting by `-show`). The way they are plotted: camera position and angle, projection type, image size, etc., can be set up too (options starting by `-camera` or `-image`). Finally, the coordinate system can be added.

Here is what a typical run of module -V looks like,

```
$ neper -V n10-id1.tess,n10-id1.msh -dataelsetcol id -print img

===== N e p e r =====
Info  : A software package for polycrystal generation and meshing.
Info  : Version 3.0.0
Info  : Built with: gsl nlopt muparser
Info  : <http://neper.sourceforge.net>
Info  : Copyright (C) 2003-2016, and GNU GPL'd, by Romain Quey.
Info  : Comments and bug reports: <neper-users@lists.sourceforge.net>.
Info  : Loading initialization file '/home/rquey/.neperrc'...
Info  : -----
Info  : MODULE -V loaded with arguments:
Info  : [ini file]
Info  : [com line] n10-id1.tess,n10-id1.msh -dataelsetcol id -print img
Info  : -----
Info  : Loading tessellation...
Info  :   [i] Parsing file 'n10-id1.tess'...
Info  :   [i] Parsed file 'n10-id1.tess'.
Info  : Loading mesh...
Info  :   [i] Parsing file 'n10-id1.msh'...
Info  :   [i] Parsed file 'n10-id1.msh'.
Info  : Reconstructing mesh...
Info  : Reading data (elset3d, col)...
Info  : Printing image...
Info  :   [o] Writing file 'img.pov'...
Info  :   - Printing mesh...
Info  :     > Reducing data...
Info  :       . Number of 3D elt faces reduced by 90% (to 410).
Info  :       . Number of 3D elt edges reduced by 50% (to 615).
Info  :       . Number of 0D elts   reduced by 100% (to 0).
Info  :   [o] Wrote file 'img.pov'.
Info  :   - Generating png file (1080x1080 pixels)...
Info  :   [o] Writing file 'img.png'...
Info  :   [o] Wrote file 'img.png'.
```

```
Info : Printing scale...
Info : Elapsed time: 1.620 secs.
```

4.1 Arguments

4.1.1 Prerequisites

`-povray path_name` [Prerequisite]
 Specify the path of the POV-Ray binary (for generating PNG images).
 Possible values: any. Default value: povray.

4.1.2 Input Data

`file_name` [Input data]
 Specify the name of the input file. It can be a tessellation file (`.tess`), a raster tessellation file (`.tesr`), a mesh file (`.msh`) or a point file (see [Section B.4 \[Position File\], page 68](#)). To load several of them, combine them with `,`.
 Possible values: any. Default value: none.

4.1.3 Tessellation Data Loading and Rendering

The following options enable to define the properties (colour and size) of the tessellation cells or entities (polyhedra, faces, edges and vertices). This can be done either directly, by specifying the property values (e.g. the RGB channel values for colour) or indirectly, e.g. using scalar values that are converted in colour using a given *colour scheme*. In this case, a scale image is generated in addition to the tessellation image. The scale properties can be set up (minimum, maximum and tick values).

The following options apply to the cells of a tessellation or a raster tessellation, independently of its dimension,

`-datacellcol char_string` [Option]
 Set the colours of the tessellation cells. The argument can be one of the following: (i) `'id'` for colouring based on the identifier, using a colour palette (see [Section A.8 \[Colours\], page 57](#)), (ii) `'ori'` for colouring based on the crystal orientations, (iii) the name of a colour that will be used for all cells (see [Section A.8 \[Colours\], page 57](#)), (iv) the name of a file containing a list of colours (provided as RGB channel values), or (v) a string indicating how the colours can be obtained. The string has the format `'var:file_name'`, where `var` can be `'id'` for identifiers, `'scal'` for scalar `'ori'` for crystal orientations or `'scal'` for scalar values, and `'file_name'` is the name of the file containing the data. The colour schemes used to derive the colours from the data can be specified with option `-datacellcolscheme`.
 Possible values: any. Default value: white.

`-datacellcolscheme char_string` [Option]
 Set the colour scheme used to get colours from the data of the tessellation cells loaded with option `-datacellcol`. The type of colour scheme depends on the type of data. For crystal orientations, the colour scheme can be: `'R'` for Rodrigues vector colouring; for scalar data, the colour scheme can be any list of colours.
 Possible values: "R" for crystal orientations and any list of colours for scalars.
 Default value: "R" for crystal orientations and "blue,cyan,yellow,red" for scalars.

`-datacelltrs` *real* [Option]

Set the transparency of the tessellation cells. Provide as argument a value that applies to all cells or `'file(file_name)'` to load values from a file.

Possible values: 0 to 1. Default value: 0.

`-datacellscale` *char_string* [Option]

Set the scale relative to the `'-datacellcol scal'` data. Provide as argument the start and end values, combined with `':'`. To specify the intermediate values, provide as argument the start value, the intermediate values and then the end value, combined with `':'`. The labels of the scale follow the format used for the start value.

Possible values: any. Default value: `data minimum:data maximum`.

`-datacellscaletitle` *char_string* [Option]

Set the title of the scale relative to the `'-datacellcol scal'` data.

Possible values: any. Default value: none.

For tessellations, it is also possible to set data on a per-entity basis,

`-datapolycol` *char_string* [Option]

Set the colours of the tessellation polyhedra. The argument can be one of the following:

(i) `'id'` for colouring based on the identifier, using a colour palette (see [Section A.8 \[Colours\], page 57](#)), (ii) `'scaleid(scale)'` for colouring based on the identifier of the *scale* tessellation the polyhedron belongs to, using a colour palette (see [Section A.8 \[Colours\], page 57](#)), (iii) the name of a colour that will be used for all polyhedra (see [Section A.8 \[Colours\], page 57](#)), (iv) the name of a file containing a list of colours (provided as RGB channel values), or (v) a string indicating how the colours can be obtained. The string has the format `'var:file_name'`, where `var` can be `'ori'` for crystal orientations or `'scal'` for scalar values, and `'file_name'` is the name of the file containing the data. The colour schemes used to derive the colours from the data can be specified with option `-datapolycolscheme`.

Possible values: any. Default value: `white`.

`-datapolycolscheme` *char_string* [Option]

Set the colour scheme used to get colours from the data of the tessellation polyhedra loaded with option `-datapolycol`. The type of colour scheme depends on the type of data. For crystal orientations, the colour scheme can be: `'R'` for Rodrigues vector colouring; for scalar data, the colour scheme can be any list of colours.

Possible values: `"R"` for crystal orientations and any list of colours for scalars.

Default value: `"R"` for crystal orientations and `"blue,cyan,yellow,red"` for scalars.

`-datapolytrs` *real* [Option]

Set the transparency of the tessellation polyhedra. Provide as argument a value that applies to all polyhedra or `'file(file_name)'` to load values from a file.

Possible values: 0 to 1. Default value: 0.

`-datapolyscale` *char_string* [Option]

Set the scale relative to the `'-datapolycol scal'` data. Provide as argument the start and end values, combined with `':'`. To specify the intermediate values, provide as argument the start value, the intermediate values and then the end value, combined with `':'`. The labels of the scale follow the format used for the start value.

Possible values: any. Default value: `data minimum:data maximum`.

`-datapolyscaletitle` *char_string* [Option]

Set the title of the scale relative to the `'-datapolycol scal'` data.

Possible values: any. Default value: none.

- datafacecol** *char_string* [Option]
 Set the colours of the tessellation faces. See option **-datapolycol** for the argument format.
 Possible values: **any**. Default value: **white**.
- datafacecolscheme** *char_string* [Option]
 Set the colour scheme used to get colours from the data of the tessellation faces loaded with option **-datafacecol**. See option **-datapolycolscheme** for the argument format.
 Possible values: **see option -datapolycolscheme**. Default value: **see option -datapolycolscheme**.
- datafacetrans** *real* [Option]
 Set the transparency of the tessellation faces. Provide as argument a value that applies to all faces or **'file(file_name)'** to load values from a file.
 Possible values: 0 to 1. Default value: 0.
- datafacescale** *char_string* [Option]
 Set the scale relative to the **'-datafacecol scal'** data. Provide as argument the start and end values, combined with **':'**. To specify the intermediate values, provide as argument the start value, the intermediate values and then the end value, combined with **':'**. The labels of the scale follow the format used for the start value.
 Possible values: **any**. Default value: **data minimum:data maximum**.
- datafacescaletitle** *char_string* [Option]
 Set the title of the scale relative to the **'-datafacecol scal'** data.
 Possible values: **any**. Default value: **none**.
- dataedgerad** *char_string* [Option]
 Set the radii of the tessellation edges. The argument can be one of the following: a real value that will be used for all entities or the name of a file containing a list of radii.
 Possible values: **any**. Default value: **tessellation dependent**.
- dataedgecol** *char_string* [Option]
 Set the colours of the tessellation edges. See option **-datapolycol** for the argument format.
 Possible values: **any**. Default value: **black**.
- dataedgecolscheme** *char_string* [Option]
 Set the colour scheme used to get colours from the data of the tessellation edges loaded with option **-dataedgecol**. See option **-datapolycolscheme** for the argument format.
 Possible values: **see option -datapolycolscheme**. Default value: **see option -datapolycolscheme**.
- dataedgetrans** *real* [Option]
 Set the transparency of the tessellation edges. Provide as argument a value that applies to all edges or **'file(file_name)'** to load values from a file.
 Possible values: 0 to 1. Default value: 0.
- dataedgescale** *char_string* [Option]
 Set the scale relative to the **'-dataedgecol scal'** data. Provide as argument the start and end values, combined with **':'**. To specify the intermediate values, provide as argument the start value, the intermediate values and then the end value, combined with **':'**. The labels of the scale follow the format used for the start value.
 Possible values: **any**. Default value: **data minimum:data maximum**.
- dataedgescaletitle** *char_string* [Option]
 Set the title of the scale relative to the **'-dataedgecol scal'** data.
 Possible values: **any**. Default value: **none**.

- dataverrad *char_string* [Option]
Set the radii of the tessellation vertices. See option `-dataedgerad` for the argument format.
Possible values: *any*. Default value: *tessellation dependent*.
- datavercol *char_string* [Option]
Set the colours of the tessellation vertices. See option `-datapolycol` for the argument format.
Possible values: *any*. Default value: *black*.
- datavercolscheme *char_string* [Option]
Set the colour scheme used to get colours from the data of the tessellation vertices loaded with option `-datavercol`. See option `-datapolycolscheme` for the argument format.
Possible values: *see option -datapolycolscheme*. Default value: *see option -datapolycolscheme*.
- datavertrs *real* [Option]
Set the transparency of the tessellation vertices. Provide as argument a value that applies to all vertices or `'file(file_name)'` to load values from a file.
Possible values: 0 to 1. Default value: 0.
- dataverscale *char_string* [Option]
Set the scale relative to the `'-datavercol scal'` data. Provide as argument the start and end values, combined with `':'`. To specify the intermediate values, provide as argument the start value, the intermediate values and then the end value, combined with `':'`. The labels of the scale follow the format used for the start value.
Possible values: *any*. Default value: *data minimum:data maximum*.
- dataverscaletitle *char_string* [Option]
Set the title of the scale relative to the `'-datavercol scal'` data.
Possible values: *any*. Default value: *none*.
- dataseedrad *char_string* [Option]
Set the radii of the tessellation seeds. See option `-dataedgerad` for the argument format.
Possible values: *any*. Default value: *tessellation dependent*.
- dataseedcol *char_string* [Option]
Set the colours of the tessellation seeds. See option `-datapolycol` for the argument format.
Possible values: *any*. Default value: *grey*.
- dataseedcolscheme *char_string* [Option]
Set the colour scheme used to get colours from the data of the tessellation seeds loaded with option `-dataseedcol`. See option `-datapolycolscheme` for the argument format.
Possible values: *see option -datapolycolscheme*. Default value: *see option -datapolycolscheme*.
- dataseedscale *char_string* [Option]
Set the scale relative to the `'-dataseedcol scal'` data. Provide as argument the start and end values, combined with `':'`. To specify the intermediate values, provide as argument the start value, the intermediate values and then the end value, combined with `':'`. The labels of the scale follow the format used for the start value.
Possible values: *any*. Default value: *data minimum:data maximum*.
- dataseedscaletitle *char_string* [Option]
Set the title of the scale relative to the `'-dataseedcol scal'` data.
Possible values: *any*. Default value: *none*.

Below are options specific to raster tessellations,

`-datarptedgerad` *real* [Option]

Set the radius of the edges of the raster points.

Possible values: **any**. Default value: **proportional to the raster point size**.

`-datarptedgecol` *char_string* [Option]

Set the colour of the edges of the raster points. Provide as argument the name of a colour that will be used for all points (see [Section A.8 \[Colours\]](#), page 57).

Possible values: **any**. Default value: **black**.

4.1.4 Mesh Data Loading and Rendering

The following options enable to define the properties (colour, size, etc.) of the mesh entities (3D, 2D, 1D and 0D elements, and nodes). This can be done either directly, by specifying the property values (e.g. the RGB channel values for colour) or indirectly, e.g. using scalar values that are rendered in colour using a given *colour scheme*. In this case, a scale image is generated in addition to the mesh image. The scale properties can be set up (start and end values, tick values).

The options are listed below for 3D elements (`'elt3d'`) and element sets (`'elset3d'`), 2D elements (`'elt2d'`) and element sets (`'elset2d'`), 1D elements (`'elt1d'`) and element sets (`'elset1d'`), 0D elements (`'elt0d'`) and element sets (`'elset0d'`) and nodes (`'nodes'`). Also note that the `'elt'` and `'elset'` labels can be used in place of `'eltn'` and `'elsetn'`, where *n* is the highest mesh dimension. This enables to use the same command whatever the highest mesh dimension is.

The following options enable to load data relative to the 3D mesh elements. Note that the options can be applied to element sets by changing `'elt'` to `'elset'`.

`-dataelt3dcol` *char_string* [Option]

Set the colours of the 3D elements. The argument can be one of the following: (i) `'id'` for the default colour palette (see [Section A.8 \[Colours\]](#), page 57), (ii) the name of a colour that will be used for all elements (see [Section A.8 \[Colours\]](#), page 57), (iii) the name of a file containing a list of colours (provided as RGB channel values), (iv) a string indicating how the colours can be obtained, or (v) `'from_nodes'` to derive the colours of the elements from the colours of the nodes (the node colours must be loaded using option `-datanodecol`). In case (iv), the string has the format `'var:file_name'`, where `var` can be `'ori'` for crystal orientations or `'scal'` for scalar values, and `'file_name'` is the name of the file containing the data. The colour schemes used to derive the colours from the data can be specified with option `-dataelt3dcolscheme`.

Possible values: **any**. Default value: **white**.

`-dataelt3dcolscheme` *char_string* [Option]

Set the colour scheme used to get colours from the data of the 3D elements loaded with option `-dataelt3dcol`. The type of colour scheme depends on the type of data. For crystal orientations, the colour scheme can be: `'R'` for Rodrigues vector colouring; for scalar data, the colour scheme can be any list of colours.

Possible values: `"R"` for crystal orientations and any list of colours for scalars.
Default value: `"R"` for crystal orientations and `"blue,cyan,yellow,red"` for scalars.

`-dataelt3dscale` *char_string* [Option]

Set the scale relative to the `'-dataelt3dcol scal'` data. Provide as argument the start and end values, combined with `':'`. To specify the intermediate values, provide as argument the start value, the intermediate values and then the end value, combined with `':'`. The labels of the scale follow the format used for the start value.

Possible values: **any**. Default value: `data minimum:data maximum`.

- `-dataelt3dscaletitle char_string` [Option]
Set the title of the scale relative to the ‘-dataelt3dcol scal’ data.
Possible values: *any*. Default value: *none*.
- `-dataelt3dedgerad real` [Option]
Set the radius of the edges of the 3D elements.
Possible values: *any*. Default value: *mesh dependent*.
- `-dataelt3dedgecol char_string` [Option]
Set the colour of the edges of the 3D elements. Provide as argument the name of a colour that will be used for all elements (see [Section A.8 \[Colours\]](#), page 57).
Possible values: *any*. Default value: *black*.

The following options enable to load data relative to the 2D elements. Note that the options can be applied to element sets by changing ‘elt’ to ‘elset’.

- `-dataelt2dcol char_string` [Option]
Set the colours of the 2D elements. See option `-dataelt3dcol` for the argument format.
Possible values: *any*. Default value: *white*.
- `-dataelt2dcolscheme char_string` [Option]
Set the colour scheme used to get colours from the data of the 2D elements loaded with option `-dataelt2dcol`. See option `-dataelt3dcolscheme` for the argument format.
Possible values: see option `-dataelt3dcolscheme`. Default value: see option `-dataelt3dcolscheme`.
- `-dataelt2dscale char_string` [Option]
Set the scale relative to the ‘-dataelt2dcol scal’ data. Provide as argument the start and end values, combined with ‘:’. To specify the intermediate values, provide as argument the start value, the intermediate values and then the end value, combined with ‘:’. The labels of the scale follow the format used for the start value.
Possible values: *any*. Default value: *data minimum:data maximum*.
- `-dataelt2dscaletitle char_string` [Option]
Set the title of the scale relative to the ‘-dataelt2dcol scal’ data.
Possible values: *any*. Default value: *none*.
- `-dataelt2dedgerad real` [Option]
Set the radius of the edges of the 2D elements.
Possible values: *any*. Default value: *mesh dependent*.
- `-dataelt2dedgecol char_string` [Option]
Set the colours of the edges of the 3D elements. See option `-dataelt3dedgecol` for the argument format.
Possible values: *any*. Default value: *black*.

The following options enable to load data relative to the 1D elements. Note that the options can be applied to element sets by changing ‘elt’ to ‘elset’.

- `-dataelt1dcol char_string` [Option]
Set the colours of the 1D elements. See option `-dataelt3dcol` for the argument format.
Possible values: *any*. Default value: *black*.

- dataelt1dcolscheme** *char_string* [Option]
 Set the colour scheme used to get colours from the data of the 1D elements loaded with option **-dataelt1dcol**. See option **-dataelt3dcolscheme** for the argument format.
 Possible values: see option **-dataelt3dcolscheme**. Default value: see option **-dataelt3dcolscheme**.
- dataelt1dscale** *char_string* [Option]
 Set the scale relative to the '**-dataelt1dcol scal**' data. Provide as argument the start and end values, combined with ':'. To specify the intermediate values, provide as argument the start value, the intermediate values and then the end value, combined with ':'. The labels of the scale follow the format used for the start value.
 Possible values: any. Default value: **data minimum:data maximum**.
- dataelt1dscaletitle** *char_string* [Option]
 Set the title of the scale relative to the '**-dataelt1dcol scal**' data.
 Possible values: any. Default value: none.
- dataelt1drad** *char_string* [Option]
 Set the radius of the 1D elements.
 Possible values: any. Default value: mesh dependent.

The following options enable to load data relative to the 0D mesh elements. Note that the options can be applied to element sets by changing 'elt' to 'elset'.

- dataelt0dcol** *char_string* [Option]
 Set the colours of the 0D elements. See option **-dataelt3dcol** for the argument format.
 Possible values: any. Default value: **black**.
- dataelt0dcolscheme** *char_string* [Option]
 Set the colour scheme used to get colours from the data of the 0D elements loaded with option **-dataelt0dcol**. See option **-dataelt3dcolscheme** for the argument format.
 Possible values: see option **-dataelt3dcolscheme**. Default value: see option **-dataelt3dcolscheme**.
- dataelt0dscale** *char_string* [Option]
 Set the scale relative to the '**-dataelt0dcol scal**' data. Provide as argument the start and end values, combined with ':'. To specify the intermediate values, provide as argument the start value, the intermediate values and then the end value, combined with ':'. The labels of the scale follow the format used for the start value.
 Possible values: any. Default value: **data minimum:data maximum**.
- dataelt0dscaletitle** *char_string* [Option]
 Set the title of the scale relative to the '**-dataelt0dcol scal**' data.
 Possible values: any. Default value: none.
- dataelt0drad** *char_string* [Option]
 Set the radius of the 0D elements.
 Possible values: any. Default value: mesh dependent.

The following options enable to load data relative to the nodes.

- datanodecoo** *char_string* [Option]
 Set the coordinates of the nodes. The argument can be the name of a file containing a list of coordinates, or a string indicating how the coordinates can be obtained. The string has the

format '*var:file_name*', where *var* can be 'disp' for displacements, and *file_name* is the name of the file containing the data.

Possible values: *any*. Default value: *none*.

-datanodecoofact *real* [Option]

Set the value of the scaling factor to apply to the displacements of the nodes.

Possible values: *any*. Default value: 1.

-datanoderad *file_name* [Option]

Set the radius of the nodes.

Possible values: *any*. Default value: *mesh dependent*.

-datanodecol *file_name* [Option]

Set the colours of the nodes. See option **-dataelt3dcol** for the argument format.

Possible values: *any*. Default value: *black*.

-datanodecolscheme *char_string* [Option]

Set the colour scheme used to get colours from the data of the nodes loaded with option **-datanodecol**. See option **-dataelt3dcolscheme** for the argument format.

Possible values: see option **-dataelt3dcolscheme**. Default value: see option **-dataelt3dcolscheme**.

-datanodescale *char_string* [Option]

Set the scale relative to the '**-datanodecol scal**' data. Provide as argument the start and end values, combined with ':'. To specify the intermediate values, provide as argument the start value, the intermediate values and then the end value, combined with ':'. The labels of the scale follow the format used for the start value.

Possible values: *any*. Default value: *data minimum:data maximum*.

-datanodescaletitle *char_string* [Option]

Set the title of the scale relative to the '**-datanodecol scal**' data.

Possible values: *any*. Default value: *none*.

4.1.5 Point Data Loading and Rendering

The following options enable to define the properties (colour, shape, size, etc.) of points loaded as input. This can be done either directly, by specifying the property values (e.g. the RGB channel values for colour) or indirectly, e.g. using scalar values that are rendered in colour using a given *colour scheme*. In this case, a scale image is generated in addition to the image. The scale properties can be set up (start and end values, tick values).

-datapointcoo *char_string* [Option]

Set the coordinates of the points. The argument can be the name of a file containing a list of coordinates, or a string indicating how the coordinates can be obtained. The string has the format '*var:file_name*', where *var* can be 'disp' for displacements, and *file_name* is the name of the file containing the data.

Possible values: *any*. Default value: *none*.

-datapointcoofact *real* [Option]

Set the value of the scaling factor to apply to the displacements of the points.

Possible values: *any*. Default value: 1.

-datapointrad *char_string* [Option]

Set the radius (and shape) of the points. The argument can be a value that applies to all points, a file containing a list of radii, or a string indicating how the radii can be obtained.

The string has the format '*var:file_name*', where *var* stands for the morphology of the

points and `file_name` is the name of the file containing the morphology parameters. For cube shape, `var` must be `'cube'` and the file must contain, for each point, the radius (half of the edge length) then the coordinates of the three axes (which also is the rotation matrix that brings the reference axes into coincidence with the cube axes). For cylinder shape, `var` must be `'cyl'` and the file must contain, for each point, the radius, the length, then the coordinates of the axis. For ellipsoidal shape, `var` must be `'ell'` and the file must contain, for each point, the three radii then the coordinates of the three axes. The last capability is very specific: if the points are plotted in Rodrigues space, appending `':rodrigues'` to the option argument enables to account for space distortion.

Possible values: `any`. Default value: `point set dependent`.

`-datapointcol` *char_string* [Option]

Set the colours of the points. The argument can be one of the following: (i) `'id'` for the default colour palette (see Section A.8 [Colours], page 57), (ii) the name of a colour that will be used for all points (see Section A.8 [Colours], page 57), (iii) the name of a file containing a list of colours (provided as RGB channel values) or (iv) a string indicating how the colours can be obtained. In case (iv), the string has the format `'var:file_name'`, where `var` can be `'id'` for identifiers, `'scal'` for scalar `'ori'` for crystal orientations or `'scal'` for scalar values, and `'file_name'` is the name of the file containing the data. The colour schemes used to derive the colours from the data can be specified with option `-datapointcolscheme`.

Possible values: `any`. Default value: `grey`.

`-datapointcolscheme` *char_string* [Option]

Set the colour scheme used to get colours from the data of the points loaded with option `-datapoint`. The type of colour scheme depends on the type of data. For crystal orientations, the colour scheme can be: `'R'` for Rodrigues vector colouring; for scalar data, the colour scheme can be any list of colours.

Possible values: `"R"` for crystal orientations and any list of colours for scalars.
Default value: `"R"` for crystal orientations and `"blue,cyan,yellow,red"` for scalars.

`-datapointtrs` *real* [Option]

Set the transparency of the points. Provide as argument a value that applies to all points or `'file(file_name)'` to load values from a file.

Possible values: 0 to 1. Default value: 0.

`-datapointscale` *char_string* [Option]

Set the scale relative to the `'-datapointcol scal'` data. Provide as argument the start and end values, combined with `':'`. To specify the intermediate values, provide as argument the start value, the intermediate values and then the end value, combined with `':'`. The labels of the scale follow the format used for the start value.

Possible values: `any`. Default value: `data minimum:data maximum`.

`-datapointscaletitle` *char_string* [Option]

Set the title of the scale relative to the `'-datapointcol scal'` data.

Possible values: `any`. Default value: `none`.

4.1.6 Coordinate System Rendering

`-datacsyscoo` *char_string* [Option]

Set the coordinates of the origin of the coordinate system. Combine the coordinates with `':'`.

Possible values: `any`. Default value: `0:0:0`.

- `-datacsyslength` *real* [Option]
Set the length of the coordinate system axes.
Possible values: *any*. Default value: 0.2.
- `-datacsysrad` *real* [Option]
Set the radius of the coordinate system axes.
Possible values: *any*. Default value: 0.01.
- `-datacsyslabel` *char_string* [Option]
Set the labels of the coordinate system axes. Combine the labels with ‘:’.
Possible values: *any*. Default value: X1:X2:X3.
- `-datacsyscol` *char_string* [Option]
Set the colour of the coordinate system. Provide as argument any colour as detailed in [Section A.8 \[Colours\], page 57](#).
Possible values: *any*. Default value: 32|32|32.

4.1.7 Slice Settings

- `-slicemesh` *char_string* [Option]
plot one (or several) slice(s) of the mesh. Provide as argument the equation(s) of the plane(s), under the form ‘ $a*x+b*y+c*z=d$ ’ or any equivalent mathematical expression. Combine with ‘,’.
Possible values: *any*. Default value: *none*.

4.1.8 Show Settings

The following options apply to the full tessellations or mesh.

- `-showtess` *logical* [Option]
Show or hide the tessellation.
Possible values: 0 or 1. Default value: 1 if tess loaded and no mesh.
- `-showtesr` *logical* [Option]
Show or hide the raster tessellation.
Possible values: 0 or 1. Default value: 1 if tesr loaded and no mesh.
- `-showmesh` *logical* [Option]
Show or hide the mesh.
Possible values: 0 or 1. Default value: 1 if mesh loaded and no slice.
- `-showmeshslice` *logical* [Option]
Show or hide the mesh slice(s).
Possible values: 0 or 1. Default value: 1 if existing slice(s).
- `-showpoint` *logical or char_string* [Option]
Show or hide the points. To show only specific points, provide ‘file(*file_name*)’ to load point numbers from a file.
Possible values: *any*. Default value: *none*.

The following option applies to the cells of a tessellation or a raster tessellation, independently of its dimension,

- `-showcell` *char_string* [Option]
Specify the cells to show. The argument can be: ‘all’ for all, ‘none’ for none, ‘file(*file_name*)’ to load polyhedron identifiers from a file, or any expression based on the keys listed in [Section A.2 \[Tessellation Keys\], page 52](#) or [Section A.3 \[Raster Tessellation Keys\], page 54](#).
Possible values: *any*. Default value: all.

For tessellations, it is also possible to set visibility on a per-entity basis,

- `-showpoly char_string` [Option]
Specify the polyhedra to show. The argument can be: ‘all’ for all, ‘none’ for none, ‘file(*file_name*)’ to load polyhedron identifiers from a file, or any expression based on the keys listed in [Section A.2 \[Tessellation Keys\]](#), page 52.
Possible values: any. Default value: all.
- `-showface char_string` [Option]
Specify the faces to show. The argument can be: ‘all’ for all, ‘none’ for none, ‘file(*file_name*)’ to load face identifiers from a file, or any expression based on the keys listed in [Section A.2 \[Tessellation Keys\]](#), page 52. The following specific keys are also available: ‘cell_shown’ and ‘poly_shown’.
Possible values: any. Default value: none.
- `-showedge char_string` [Option]
Specify the edges to show. The argument can be: ‘all’ for all, ‘none’ for none, ‘file(*file_name*)’ to load edge numbers from a file, or any expression based on the keys listed in [Section A.2 \[Tessellation Keys\]](#), page 52. The following specific keys are also available: ‘cell_shown’, ‘poly_shown’ and ‘face_shown’.
Possible values: any. Default value: cell_shown.
- `-showver char_string` [Option]
Specify the vertices to show. The argument can be: ‘all’ for all, ‘none’ for none, ‘file(*file_name*)’ to load vertex numbers from a file, or any expression based on the keys listed in [Section A.2 \[Tessellation Keys\]](#), page 52. The following specific keys are also available: ‘cell_shown’, ‘poly_shown’, ‘face_shown’ and ‘edge_shown’.
Possible values: any. Default value: none.
- `-showseed char_string` [Option]
Specify the seeds to show. The argument can be: ‘all’ for all, ‘none’ for none, ‘file(*file_name*)’ to load seed numbers from a file, or any expression based on the keys listed in [Section A.2 \[Tessellation Keys\]](#), page 52. The following specific key is also available: ‘cell_shown’.
Possible values: any. Default value: none.
- `-showfaceinter logical` [Secondary option]
Show the interpolations of the tessellation faces (if any). The interpolation edges are printed in grey with a radius equal to the radius of the face edges.
Possible values: 0 or 1. Default value: 0.

The following options apply to the entities of the mesh. The options apply to 3D elements (‘elt3d’) and element sets (‘elset3d’), 2D elements (‘elt2d’) and element sets (‘elset2d’), 1D elements (‘elt1d’) and element sets (‘elset1d’), 0D elements (‘elt0d’) and element sets (‘elset0d’), and nodes (‘nodes’). Also note that the ‘elt’ and ‘elset’ labels can be used in place of ‘eltnd’ and ‘elsetnd’, where *n* is the highest mesh dimension. This enables to use the same command whatever the highest mesh dimension is.

In the following option descriptions, note that any options can be applied to element *sets* by changing ‘elt’ to ‘elset’.

- `-showelt3d char_string` [Option]
Specify the 3D elements to show. The argument can be: ‘all’ for all, ‘none’ for none, ‘file(*file_name*)’ to load element identifiers from a file, or any expression based on the keys listed in [Section A.5 \[Mesh Keys\]](#), page 55.
Possible values: any. Default value: all if highest mesh dim. is 3 and none otherwise.

`-showelt2d char_string` [Option]

Specify the 2D elements to show. The argument can be: ‘all’ for all, ‘none’ for none, ‘file(*file_name*)’ to load element identifiers from a file, or any expression based on the keys listed in [Section A.5 \[Mesh Keys\], page 55](#). The following specific key is also available: ‘elt3d_shown’.

Possible values: any. Default value: all if highest mesh dim. is 2 and none otherwise.

`-showelt1d char_string` [Option]

Specify the 1D elements to show. The argument can be: ‘all’ for all, ‘none’ for none, ‘file(*file_name*)’ to load element numbers from a file, or any expression based on the keys listed in [Section A.5 \[Mesh Keys\], page 55](#). The following specific keys are also available: ‘elt2d_shown’ and ‘elt3d_shown’.

Possible values: any. Default value: all if highest mesh dim. is 1 and none otherwise.

`-showelt0d char_string` [Option]

Specify the 0D elements to show. The argument can be: ‘all’ for all, ‘none’ for none, ‘file(*file_name*)’ to load element numbers from a file, or any expression based on the keys listed in [Section A.5 \[Mesh Keys\], page 55](#). The following specific keys are also available: ‘elt1d_shown’, ‘elt2d_shown’ and ‘elt3d_shown’.

Possible values: any. Default value: all if highest mesh dim. is 0 and none otherwise.

`-shownode char_string` [Option]

Specify the nodes to show. The argument can be: ‘all’ for all, ‘none’ for none, ‘file(*file_name*)’ to load node numbers from a file, or any expression based on the keys listed in [Section A.5 \[Mesh Keys\], page 55](#). The following specific keys are also available: ‘elt0d_shown’, ‘elt1d_shown’, ‘elt2d_shown’ and ‘elt3d_shown’.

Possible values: any. Default value: none.

`-showcsys logical` [Option]

Show the coordinate system.

Possible values: 0 or 1. Default value: 0.

`-showshadow logical` [Option]

Show the shadows. If you want colours not affected by shadowing, switch this option off.

Possible values: 0 or 1. Default value: 1 in 3D and 0 in 2D and 1D.

4.1.9 Camera Settings

`-cameracoo char_string:char_string:char_string` [Option]

Specify the camera coordinates. By default, the camera is shifted by a vector v from the tessellation or mesh centre. The coordinates of vector v are denoted as v_x , v_y and v_z (= 3.462, -5.770 and 4.327, respectively, in 3D and 0, 0 and 8, respectively, in 2D and 1D). The coordinates of the tessellation or mesh centre are denoted as x , y and z (if both a tessellation and a mesh have been loaded, the mesh is considered). Provide as argument the expression for the 3 coordinates, combined with ‘:’.

Possible values: any. Default value: $x+v_x:y+v_y:z+v_z$.

`-cameralookat char_string:char_string:char_string` [Option]

Specify the location the camera looks at. By default, the camera looks at the tessellation or mesh centre. The coordinates of the tessellation or mesh centre are denoted as x , y and z (if both a tessellation and a mesh have been loaded, the mesh is considered). Provide as argument the expression for the 3 coordinates, combined with ‘:’.

Possible values: any. Default value: $x:y:z$.

- `-cameraangle` *real* [Option]
Specify the opening angle of the camera along the horizontal direction (in degrees). The opening angle along the vertical direction is determined from the opening along the horizontal direction and the image size ratio.
Possible values: *any*. Default value: 25.
- `-camerasky` *real:real:real* [Option]
Specify the sky vector of the camera (vertical direction). Provide as argument the coordinates combined with `'.'`.
Possible values: *any*. Default value: 0:0:1.
- `-cameraprojection` *char_string* [Option]
Specify the type of projection of the camera.
Possible values: *perspective* or *orthographic*. Default value: *perspective* for 3D and *orthographic* for 2D and 1D.

4.1.10 Output Image Settings

- `-imagesize` *int:int* [Option]
Specify the size of the image (in pixels). Provide as argument the width and height, combined with `'.'`.
Possible values: *any*. Default value: 1200:900.
- `-imagebackground` *char_string* [Option]
Specify the colour of the background. Provide as argument any colour as detailed in [Section A.8 \[Colours\], page 57](#).
Possible values: *any*. Default value: *white*.
- `-imageantialias` *logical* [Option]
Use antialiasing to produce a smoother image. Switch antialiasing off for faster image generation or smaller image file.
Possible values: 0 or 1. Default value: 1.
- `-imageformat` *char_string* [Option]
Specify the output image format. It can be the PNG format (`.png`) or the POV-Ray format (`.pov`). Combine with `'.'`.
Possible values: *png* or *pov*. Default value: *png*.

4.1.11 Scripting

- `-loop` *char_string real real real ... -endloop* [Option]
Create a loop of commands. Provide as argument the name of the loop variable, its initial value, the loop increment value, the final value then the commands to execute. An example of use of the `-loop / -endloop` capability is provided in the Examples Section.
Possible values: *any*. Default value: *none*.

4.1.12 Advanced Options

- `-includepov` *char_string* [Option]
Use this option to include additional objects to the image, under the form of a POV-Ray file. Provide as argument the name of the POV-Ray file.
Possible values: *any*. Default value: *none*.

4.2 Output Files

The output files are,

- PNG file, .png: a bitmapped image (the alpha channel is off).
- POV-Ray file, .pov: a POV-Ray script file.

A PNG image can be obtained from a POV-Ray file by invoquing POV-Ray as follows (see the POV-Ray documentation for details and further commands), `povray file.pov +Wimage_width +Himage_height -D +A0.2`.

4.3 Examples

Below are some examples of use of `neper -V`.

1. Print out tessellation `n10-id1.tess` with cells coloured from their identifiers and an image size of 900×450 pixels.

```
$ neper -V n10-id1.tess -datacellcol id -imagesize 900:450 -print img
```

2. Print out tessellation `n10-id1.tess` with cells coloured from crystal orientations and semi-transparency.

```
$ neper -V n10-id1.tess -datacellcol ori -datacelltrs 0.5 -print img
```

3. Print out mesh `n10-id1.msh` with elements coloured from scalar values written in file `v` and a scale ranging from 0 to 100.

```
$ neper -V n10-id1.msh -dataeltcol scal:v -dataeltscale 0:100
-print img
```

4. Print out mesh `n10-id1.msh` with elements coloured from nodal scalar values written in file `v` and a scale ranging from 0 to 100.

```
$ neper -V n10-id1.msh -datanodecol scal:v -dataeltcol from_nodes
-dataeltscale 0:100 -print img
```

5. Print out the 10 first cells of a 100-cell tessellation, coloured from their identifiers and semi-transparency, and with edges shown in red and vertices shown as green spheres of radius 0.01.

```
$ neper -V n100-id1.tess -showcell "id<=10"
-datacellcol id -datacelltrs 0.5
-showedge cell_shown -showver cell_shown
-dataverrad 0.01 -dataedgecol red -datavercol green
-print img
```

6. Print out the interior element sets of mesh `n100-id1.msh` and show the 1D elements.

```
$ neper -V n100-id1.tess,n100-id1.msh -dataelsetcol id
-showelset 'body>0' -showelt1d elt3d_shown -print img
```

7. Print out 3 slices of mesh `n100-id1.msh`.

```
$ neper -V n100-id1.msh -dataelsetcol id
-slicemesh "x=0.5,y=0.5,z=0.5" -print img
```

8. Print out slices of mesh `n100-id1.msh`, at `z` coordinates ranging from 0.1 to 0.9 by step of 0.1, each slice being printed in a separate file.

```
$ neper -V n100-id1.msh -dataelsetcol id
-loop Z 0.1 0.1 0.9
-slicemesh "z=Z" -print imgZ
-endloop
```


Appendix A Expressions and Keys

A.1 Mathematical and Logical Expressions

Neper can handle mathematical expressions. It makes use of the `muparser` library. The expression must contain no space, tabulation or new-line characters, and match the following syntax¹.

A.1.1 Functions

The following table gives an overview of the functions supported by the default implementation. It lists the function names, the number of arguments and a brief description.

Name	Description
<code>sin</code>	sine function
<code>cos</code>	cosine function
<code>tan</code>	tangens function
<code>asin</code>	arcus sine function
<code>acos</code>	arcus cosine function
<code>atan</code>	arcus tangens function
<code>sinh</code>	hyperbolic sine function
<code>cosh</code>	hyperbolic cosine
<code>tanh</code>	hyperbolic tangens function
<code>asinh</code>	hyperbolic arcus sine function
<code>acosh</code>	hyperbolic arcus tangens function
<code>atanh</code>	hyperbolic arcus tangens function
<code>log2</code>	logarithm to the base 2
<code>log10</code>	logarithm to the base 10
<code>log</code>	logarithm to the base 10
<code>ln</code>	logarithm to base e (2.71828...)
<code>exp</code>	e raised to the power of x
<code>sqrt</code>	square root of a value
<code>sign</code>	sign function: -1 if $x < 0$; 1 if $x > 0$
<code>rint</code>	round to nearest integer
<code>abs</code>	absolute value
<code>min</code>	min of all arguments
<code>max</code>	max of all arguments
<code>sum</code>	sum of all arguments
<code>avg</code>	mean value of all arguments

A.1.2 Binary Operators

The following table lists the default binary operators supported by the parser.

Operator	Description	Priority
<code>&&</code>	logical and	1
<code> </code>	logical or	2
<code><=</code>	less or equal	4
<code>>=</code>	greater or equal	4
<code>!=</code>	not equal	4
<code>==</code>	equal	4

¹ Taken from the `muparser` documentation, see <http://beltoforion.de/article.php?a=muparser> for more information.

>	greater than	4
<	less than	4
+	addition	5
-	subtraction	5
*	multiplication	6
/	division	6
^	raise x to the power of y	7

A.2 Tessellation Keys

Available keys for tessellation seeds, vertices, edges, faces and polyhedra are provided below. Also note that the descriptors apply to *cells* if they are tagged to apply to *polyhedra* and the tessellation is 3D and *faces* and the tessellation is 2D.

To turn a key value into a value relative to the mean over all entities (e.g. the relative cell size), append the key expression with the ‘:rel’ modifier. To turn a key value into a value which holds for a unit cell size, append the key expression with the ‘:uc’ modifier. To use as a reference only the *body* or *true* entities (see below), append ‘b’ or ‘t’ to the modifiers, respectively.

Key	Descriptor	Apply to
id	Identifier	seed, ver, edge, face, poly
x	x coordinate	seed, ver, edge, face, poly
y	y coordinate	seed, ver, edge, face, poly
z	z coordinate	seed, ver, edge, face, poly
w	weight (width for a lamella tessellation)	seed
true	true level	ver, edge, face, poly
body	body level	ver, edge, face, poly
state	state	ver, edge, face, poly
domtype	type of domain (0 if on a domain vertex, 1 if on a domain edge and 2 if on a domain face)	ver, edge, face
length	length	edge
area	area	face, poly
vol	volume	poly
size	size (area/volume in 2D/3D)	cell
diameq	diameter of the equivalent circle/sphere in 2D/3D	face, poly
radeq	radius of the equivalent circle/sphere in 2D/3D	face, poly
circularity	circularity (2D counterpart of sphericity)	face
sphericity	sphericity ²	poly
convexity	convexity ³	face ⁴ , poly
dihangleav,	average, minimum and maximum dihedral	face, poly
dihanglemin,	angle	
dihanglemax		
dihanglelist	dihedral angle list	face, poly
ff	flatness fault (in degrees)	face

² Sphericity of a polyhedron = ratio of the surface area of the sphere of equivalent volume to the surface area of the polyhedron.

³ Convexity of a polyhedron (face) = ratio of the volume (area) of the polyhedron (face) to the volume (area) of the convex hull of the polyhedron (face).

⁴ Applies only to a 2D tessellation.

theta	disorientation angle (in degrees)	edge (in 2D), face (in 3D)
cyl	whether or not is used to describe the circular part of a cylinder domain	edge
vern	number of vertices	edge, face, poly
edgenb	number of edges	ver, face, poly
facenb	number of faces	ver, edge, poly
polynb	number of polyhedra	ver, edge, face
neighnb	Number of neighbours of a face or polyhedron ⁵	face, poly
verlist	vertex list	face, poly
edgelist	edge list	face, poly
facelist	face list	edge, poly
nfacelist	neighbouring face list	face
npolylist	neighbouring polyhedron list ⁶	poly
facearealist	face area list	poly
faceeqlist	face equation list ⁷	poly
vercoolist	list of vertex coordinates	face, poly
scaleid(scale)	Identifier of the corresponding cell at scale <i>scale</i>	cell
lamid	lamella width id ⁸	face, poly
modeid	mode id ⁹	face, poly

The list variables ('**verlist**', etc.) are not available for sorting (option **-sort**).

For a cell, the **body** and **true** variables are defined as follows,

- **body** is an integer equal to 0 if the cell is at the domain boundary, i.e. if it shares at least one face with it (edge in 2D), and is equal to 1 or higher otherwise. This is determined as follows: if a cell is surrounded by cells with **body** values equal to or higher than **n**, its **body** value is equal to **n + 1**. Therefore, **body** tends to increase with the distance to the domain boundary and can be used to define cells that may suffer from boundary effects.
- **true** is an integer equal to 0 if the cell shape is biased by the domain boundary, and is equal to 1 or higher otherwise. A value higher than 0 is achieved if and only if any seed that would have been located outside the domain (where it could not be) would not have affected the shape of the cell. This condition is fulfilled if the distance between the seed of the cell and any of its vertices is lower than the minimum distance between a vertex of the cell and the domain boundary. **true** is extended to values higher than 1 in the same way as **body**: if a cell is surrounded by cells with **true** values equal to or higher than **n**, its **true** value is equal to **n + 1**. As **body**, **true** tends to increase with the distance to the domain boundary, and $true \leq body$. **true** is especially useful for statistics on the cells (morphology, mesh, etc.), for which only cells with $true \geq 1$ should be considered.

For entities of lower dimension than cells (vertices, edges and faces), **body** and **true** are equal to the maximum **body** or **true** values of the cells they belong to.

⁵ Neighbour of a face or polyhedron = touching entity of the same type (faces for a face, ...).

⁶ If a polyhedron has no neighbour on a face, a negative value is returned instead of the neighbour id.

⁷ A face equation is specified by the parameters *d*, *a*, *b* and *c*, with the equation being: $ax + by + cz = d$. The vector (a, b, c) is pointing outwards of the polyhedron.

⁸ In the case of a lamellar tessellation with several lamella widths, *lamid* stands for the actual lamellar width of the cell (starting from 1).

⁹ In the case of a multimodal tessellation (e.g. in terms of cell size), *modeid* stands for the actual mode (starting from 1).

A.3 Raster Tessellation Keys

Available keys for raster tessellation seeds and cells are provided below. Mathematical and logical expressions based on these keys can also be used. To turn a key value into a value relative to the mean over all entities (e.g. the relative cell size), append the key expression with the ‘:rel’ modifier. To turn a key value into a value which holds for a unit cell size, append the key expression with the ‘:uc’ modifier.

Key	Descriptor	Apply to
id	identifier	seed, cell
x	x coordinate	seed, cell
y	y coordinate	seed, cell
z	z coordinate	seed, cell
w	Laguerre weight	seed
size	size (area/volume in 2D/3D)	cell
diameq	diameter of the equivalent circle/sphere in 2D/3D	cell
radeq	radius of the equivalent circle/sphere in 2D/3D	cell
convexity	convexity ¹⁰	cell

A.4 Tessellation Update Keys

A.4.1 Time Keys

The available keys for option `-morphooptilogtime` are provided below. Use ‘`iter(factor)`’, where ‘`factor`’ is an integer reduction factor, to log values only at specific iteration numbers.

Key	Descriptor	Apply to
iter	iteration number	n/a
varupdateqty	number of updated variables	n/a
seedupdateqty	number of updated seeds	n/a
seedupdatelist	list of updated seeds	n/a
cellupdateqty	number of updated cells	n/a
cellupdatelist	list of updated cells	n/a
var	time for variable update	n/a
seed	time for seed update	n/a
cell_init	time for cell update initialization	n/a
cell_kdtree	time for cell update kdtree computation	n/a
cell_shift	time for cell update shift computation	n/a
cell_neigh	time for cell update neigh. computation	n/a
cell_cell	time for cell update cell computation	n/a
cell_other	time for cell update others	n/a
cell_total	total time for cell update	n/a
val	time for (objective function) value update	n/a
total	total time	n/a
cumtotal	cumulative total time	n/a

¹⁰ Convexity of a cell = ratio of the volume of the cell to the volume of the convex hull of the cell.

A.4.2 Variable Keys

The available keys for option `-morphoptilogvar` are provided below. Use `'iter(factor)'`, where `'factor'` is an integer reduction factor, to log values only at specific iteration numbers.

Key	Descriptor	Apply to
<code>iter</code>	iteration number	n/a
<code>id</code>	identifier	seed
<code>x</code>	x coordinate	seed
<code>y</code>	y coordinate	seed
<code>z</code>	z coordinate	seed
<code>w</code>	weight	seed

A.4.3 Objective Function Value Keys

The available keys for option `-morphoptilogval` are provided below. Use `'iter(factor)'`, where `'factor'` is an integer reduction factor, to log values only at specific iteration numbers.

Key	Descriptor	Apply to
<code>iter</code>	iteration number	n/a
<code>val</code>	value	n/a
<code>valmin</code>	minimal value	n/a
<code>val(i)</code>	<i>i</i> th subvalue	n/a
<code>val0(i)</code>	<i>i</i> th subvalue, without smoothing	n/a

A.4.4 Statistical Distribution Keys

The available keys for option `-morphoptilogdis` are provided below. PDF stands for *probability density function* and CDF stands for *cumulative probability density function*. Use `'iter(factor)'`, where `'factor'` is a reduction factor, to log values only at specific iteration numbers.

Key	Descriptor	Apply to
<code>iter</code>	iteration number	n/a
<code>x</code>	x coordinate	n/a
<code>tarpdf</code>	target PDF	n/a
<code>tarcdf</code>	target CDF	n/a
<code>curpdf</code>	current PDF	n/a
<code>curcdf</code>	current CDF	n/a
<code>tarpdf0</code>	target PDF, not smoothed	n/a
<code>tarcdf0</code>	target CDF, not smoothed	n/a
<code>curcdf0</code>	current CDF, not smoothed	n/a

A.5 Mesh Keys

Available keys for mesh node, elements and element sets (of all dimensions) and points are provided below.

Key	Descriptor	Apply to
<code>id</code>	identifier	node, <i>nD</i> elt, <i>nD</i> elset
<code>x</code>	x coordinate	node, <i>nD</i> elt, <i>nD</i> elset
<code>y</code>	y coordinate	node, <i>nD</i> elt, <i>nD</i> elset
<code>z</code>	z coordinate	node, <i>nD</i> elt, <i>nD</i> elset

<code>dim</code>	dimension (= lowest parent elt dimension)	node
<code>elset0d</code>	0D elset	0D elt
<code>elset1d</code>	1D elset	1D elt
<code>elset2d</code>	2D elset	2D elt
<code>elset3d</code>	3D elset	3D elt
<code>part</code>	partition	n D elt, node
<code>cyl</code>	whether or not is used to describe the circular part of a cylinder domain	1D elt, 1D elset
<code>vol</code>	volume	3D elt, 3D elset
<code>area</code>	area	2D elt
<code>length</code>	length	1D elt, 3D elt, 1D elset
<code>rr</code>	radius ratio	3D elt
<code>rrav, rrmin, rrmx</code>	average, min and max radius ratios	3D elset
<code>Osize</code>	Osize	3D elset
<code>eltnb</code>	number of elements	n D elset
<code>true</code>	true level	n D elt, n D elset
<code>body</code>	body level	n D elt, n D elset
<code>domtype</code>	type of domain (0 if on a domain vertex, 1 if on a domain edge and 2 if on a domain face)	2D elset, 1D elset, 0D elset, 2D elt, 1D elt, 0D elt
<code>2dmeshp</code>	coordinates of the closest point of the 2D mesh	node, 3D elt
<code>2dmeshd</code>	distance to '2dmeshp'	node, 3D elt
<code>2dmeshv</code>	vector to '2dmeshp'	node, 3D elt
<code>2dmeshn</code>	outgoing normal vector of the 2D mesh at '2dmeshp'	node, 3D elt

n D stands for an arbitrary dimension (from 0D to 3D). Variables starting by '2dmesp' are only available for statistics (options starting by `-stat` of module `-M`); for elements, they apply to the centroids.

A.6 Point Keys

Available keys for points are provided below.

Key	Descriptor	Apply to	Require
<code>id</code>	Identifier	point	
<code>x</code>	x coordinate	point	
<code>y</code>	y coordinate	point	
<code>z</code>	z coordinate	point	
<code>cell</code>	cell	point	tessellation
<code>elt</code>	containing element	point	mesh
<code>elset</code>	containing elset	point	mesh
<code>2dmeshp</code>	coordinates of the closest point of the 2D mesh	point	3D mesh
<code>2dmeshd</code>	distance to '2dmeshp'	point	3D mesh
<code>2dmeshv</code>	vector to '2dmeshp'	point	3D mesh
<code>2dmeshn</code>	outgoing normal vector of the 2D mesh at '2dmeshp'	point	3D mesh

A.7 Rotations and Orientations

Rotations and orientations can be described using the following descriptors (see Orilib, <http://orilib.sourceforge.net>, for more information).

Key	Descriptor	Number of variables
g	Rotation matrix	9
rtheta	Rotation axis / angle pair	4
R	Rodrigues vector	3
q	Quaternion	4
e	Euler angles (Bunge convention)	3
ek	Euler angles (Kocks convention)	3
er	Euler angles (Roe convention)	3

Keys are available for ideal orientations:

Cube	(0 0 1) [1 0 0]
Goss	(0 1 1) [1 0 0]
U	(1 0 1) [$\bar{1}$ 0 1]
45NDCube	(0 0 1) [1 $\bar{1}$ 0]
S1	(1 2 3) [6 3 $\bar{4}$]
S2	($\bar{1}$ 2 3) [6 $\bar{3}$ 4]
S3	(1 $\bar{2}$ 3) [6 $\bar{3}$ $\bar{4}$]
S4	($\bar{1}$ $\bar{2}$ 3) [6 3 4]
Brass1	(1 1 0) [1 $\bar{1}$ 2]
Brass2	($\bar{1}$ 1 0) [1 1 $\bar{2}$]
Copper1	(1 1 2) [1 1 $\bar{1}$]
Copper2	($\bar{1}$ 1 2) [1 $\bar{1}$ 1]

A.8 Colours

The available colours are provided below, with their corresponding RGB channel values. Any other colour can be defined from the RGB channel values, under format ' $R_value|G_value|B_value$ '.

(0, 0, 0)	black	(255, 0, 0)	red
(0, 255, 0)	green	(0, 0, 255)	blue
(255, 255, 0)	yellow	(255, 0, 255)	magenta
(0, 255, 255)	cyan	(255, 255, 255)	white
(128, 0, 0)	maroon	(0, 0, 128)	navy
(127, 255, 0)	chartreuse	(0, 255, 127)	springgreen
(128, 128, 0)	olive	(128, 0, 128)	purple
(0, 128, 128)	teal	(128, 128, 128)	grey
(0, 191, 255)	deepskyblue	(124, 252, 0)	lawngreen
(64, 64, 64)	darkgrey	(255, 69, 0)	orangered
(192, 192, 192)	silver	(255, 250, 250)	snow
(139, 0, 0)	darkred	(0, 0, 139)	darkblue
(255, 140, 0)	darkorange	(240, 255, 255)	azure
(248, 248, 255)	ghostwhite	(255, 255, 240)	ivory
(0, 0, 205)	mediumblue	(255, 182, 193)	lightpink
(245, 255, 250)	mintcream	(75, 0, 130)	indigo
(240, 128, 128)	lightcoral	(255, 192, 203)	pink
(255, 127, 80)	coral	(250, 128, 114)	salmon

(255, 250, 240)	floralwhite	(127, 255, 212)	aquamarine
(255, 250, 205)	lemonchiffon	(255, 215, 0)	gold
(0, 100, 0)	darkgreen	(255, 165, 0)	orange
(240, 248, 255)	aliceblue	(224, 255, 255)	lightcyan
(255, 255, 224)	lightyellow	(139, 0, 139)	darkmagenta
(0, 139, 139)	darkcyan	(205, 133, 63)	peru
(70, 130, 180)	steelblue	(255, 240, 245)	lavenderblush
(255, 245, 238)	seashell	(0, 250, 154)	mediumspringgreen
(72, 61, 139)	darkslateblue	(184, 134, 11)	darkgoldenrod
(255, 160, 122)	lightsalmon	(255, 228, 196)	bisque
(135, 206, 250)	lightskyblue	(250, 250, 210)	lightgoldenrodyellow
(240, 255, 240)	honeydew	(255, 248, 220)	cornsilk
(255, 218, 185)	peachpuff	(245, 245, 245)	whitesmoke
(255, 99, 71)	tomato	(112, 128, 144)	slategrey
(255, 105, 180)	hotpink	(253, 245, 230)	oldlace
(255, 235, 205)	blanchedalmond	(189, 183, 107)	darkkhaki
(255, 228, 181)	moccasin	(0, 206, 209)	darkturquoise
(60, 179, 113)	mediumseagreen	(199, 21, 133)	mediumvioletred
(238, 130, 238)	violet	(173, 255, 47)	greenyellow
(255, 239, 213)	papayawhip	(143, 188, 143)	darkseagreen
(188, 143, 143)	rosybrown	(255, 20, 147)	deeppink
(139, 69, 19)	saddlebrown	(148, 0, 211)	darkviolet
(30, 144, 255)	dodgerblue	(119, 136, 153)	lightslategrey
(222, 184, 135)	burlywood	(255, 222, 173)	navajowhite
(250, 240, 230)	linen	(123, 104, 238)	mediumslateblue
(64, 224, 208)	turquoise	(135, 206, 235)	skyblue
(72, 209, 204)	mediumturquoise	(245, 245, 220)	beige
(255, 228, 225)	mistyrose	(210, 180, 140)	tan
(250, 235, 215)	antiquewhite	(216, 191, 216)	thistle
(50, 205, 50)	limegreen	(233, 150, 122)	darksalmon
(176, 196, 222)	lightsteelblue	(65, 105, 225)	royalblue
(152, 251, 152)	palegreen	(220, 20, 60)	crimson
(245, 222, 179)	wheat	(186, 85, 211)	mediumorchid
(230, 230, 250)	lavender	(240, 230, 140)	khaki
(144, 238, 144)	lightgreen	(175, 238, 238)	paleturquoise
(47, 79, 79)	darkslategrey	(153, 50, 204)	darkorchid
(46, 139, 87)	seagreen	(154, 205, 50)	yellowgreen
(138, 43, 226)	blueviolet	(219, 112, 147)	palevioletred
(107, 142, 35)	olivedrab	(147, 112, 219)	mediumpurple
(244, 164, 96)	sandybrown	(85, 107, 47)	darkolivegreen
(102, 205, 170)	mediumaquamarine	(106, 90, 205)	slateblue
(238, 232, 170)	palegoldenrod	(34, 139, 34)	forestgreen
(25, 25, 112)	midnightblue	(32, 178, 170)	lightseagreen
(211, 211, 211)	lightgrey	(218, 112, 214)	orchid
(100, 149, 237)	cornflowerblue	(160, 82, 45)	sienna
(178, 34, 34)	firebrick	(176, 224, 230)	powderblue
(205, 92, 92)	indianred	(105, 105, 105)	dimgrey
(173, 216, 230)	lightblue	(210, 105, 30)	chocolate
(165, 42, 42)	brown	(218, 165, 32)	goldenrod
(220, 220, 220)	gainsboro	(221, 160, 221)	plum
(95, 158, 160)	cadetblue		

The default colour palette (used for options `-datacellcol`, `-dataelt3dcol`, etc.) is defined from the above colour list, by excluding colours of brightness below 0.2 and above 0.8. The brightness is defined as the average of the channel values divided by 255. The resulting list of colours is: red, green, blue, yellow, magenta, cyan, chartreuse, springgreen, olive, purple, teal, grey, deepskyblue, lawngreen, darkgrey, orangered, silver, darkorange, mediumblue, indigo, lightcoral, coral, salmon, aquamarine, gold, orange, darkmagenta, darkcyan, peru, steelblue, mediumspringgreen, darkslateblue, darkgoldenrod, lightsalmon, lightskyblue, tomato, slategrey, hotpink, darkkhaki, darkturquoise, mediumseagreen, mediumvioletred, violet, greenyellow, darkseagreen, rosybrown, deeppink, saddlebrown, darkviolet, dodgerblue, lightslategrey, burlywood, mediumslateblue, turquoise, skyblue, mediumturquoise, tan, limegreen, darksalmon, lightsteelblue, royalblue, palegreen, crimson, mediumorchid, khaki, lightgreen, darkslategrey, darkorchid, seagreen, yellowgreen, blueviolet, palevioletred, olivedrab, mediumpurple, sandybrown, darkolivegreen, mediumaquamarine, slateblue, forestgreen, midnightblue, lightseagreen, orchid, cornflowerblue, sienna, firebrick, indianred, dimgrey, chocolate, brown, goldenrod, plum and cadetblue.

Appendix B File Formats

B.1 Tessellation File (.tess)

Here are details on the .tess file format version 2.0. Developers should note that read and write functions are available as 'neut_tess_fscanf' and 'neut_tess_fprintf', defined in directories neut/neut_tess/neut_tess_fscanf and neut/neut_tess/neut_tess_fprintf.

```

***tess
**format
  format
**general
  dim type
**cell
  number_of_cells
[*id
  cell1_id cell2_id ... ]
[*seed
  seed_id seed_x seed_y seed_z seed_weight
  ... ]
[*ori
  descriptor
  cellid_param1 cellid_param2 ...
  ... ]
[*lamid
  cell1_lamid cell2_lamid ... ]
[*modeid
  cell1_modeid cell2_modeid ... ]
[*crysyt
  crysym]
**vertex
  total_number_of_vertices
  ver_id ver_x ver_y ver_z ver_state
  ...
**edge
  total_number_of_edges
  edge_id ver_1 ver_2 edge_state
  ...
**face
  total_number_of_faces
  face_id number_of_vertices ver_1 ver_2 ...
        number_of_edges edge_1* edge_2* ...
        face_eq_d face_eq_a face_eq_b face_eq_c
        face_state face_point face_point_x face_point_y face_point_z
  ...
**polyhedron
  total_number_of_polyhedra
  poly_id number_of_faces face_1* face_2* ...
  ...
**domain
  *general

```

```

    dom_type
*vertex
    total_number_of_dom_vertices
    dom_ver_id dom_ver_x dom_ver_y dom_ver_z dom_ver_label
        number_of_dom_tess_vertices ver_1
    ...
*edge
    total_number_of_dom_edges
    dom_edge_id dom_ver_1 dom_ver_2 dom_edge_label
        number_of_dom_tess_edges edge_1 edge_2 ...
    ...
*face
    total_number_of_dom_faces
    dom_face_id number_of_dom_vertices dom_ver_1 dom_ver_2 ...
        number_of_dom_edges dom_edge_1 dom_edge_2 ...
    dom_face_eq_d dom_face_eq_a dom_face_eq_b dom_face_eq_c
    dom_face_label
    number_of_dom_tess_faces dom_tess_face_1 dom_tess_face_2 ...
    ...
**periodic
*general
    per_x per_y per_z
    per_dist_x per_dist_y per_dist_z
*seed
    slave_seed_qty
    slave_seed_id master_seed_id per_shift_x per_shift_y per_shift_z
    ...
*vertex
    slave_ver_qty
    slave_ver_id master_ver_id per_shift_x per_shift_y per_shift_z
    ...
*edge
    slave_edge_qty
    slave_edge_id master_edge_id per_shift_x per_shift_y per_shift_z slave_edge_
ori
    ...
*face
    slave_face_qty
    slave_face_id master_face_id per_shift_x per_shift_y per_shift_z slave_face_
ori
    ...
**scale
*general
    number_of_scales
*cellid
    cell1_id cell1_scale1 cell1_scale2 ... cell1_scalenumber_of_scales
    ...
***end

```

where (with identifiers being integer numbers),

- *****tess** denotes the beginning of a tessellation file.

- ****format** denotes the beginning of the format field.
- *format* is the file format, currently '2.0' (character string).
- ****general** denotes the beginning of the general information field.
- *dim* is the dimension of the tessellation (1, 2 or 3).
- *type* is the type of tessellation (always 'standard').
- ****cell** denotes the beginning of the cell field.
- *number_of_cells* is the number of cells.
- **id* denotes the beginning of an optional identifier field. If the field is not present, the cells are considered to be numbered contiguously from 1.
- *cell1_id*, *cell2_id*, ... are the actual identifiers of the cells.
- **lamid* denotes the beginning of an optional lamella identifier field.
- *cell1_lamid*, *cell2_lamid*, ... are the lamella identifiers of the cells.
- **modeid* denotes the beginning of an optional mode identifier field.
- *cell1_modeid*, *cell2_modeid*, ... are the mode identifiers of the cells.
- *crysym* is the crystal symmetry (**triclinic**, **cubic** or **hexagonal**).
- **seed* denotes the beginning of a seed field.
- *seed_id* is the identifier of a seed and ranges from 1 to *number_of_cells*.
- *seed_x*, *seed_y* and *seed_z* are the three coordinates of a seed (real numbers).
- *seed_weight* is the weight of a seed (real number).
- **ori* denotes the beginning of an optional crystal orientation field.
- *descriptor* is the descriptor used to parametrize the crystal orientations. See [Section A.7 \[Rotations and Orientations\], page 57](#) for the list of available descriptors.
- *cellid_param1*, *cellid_param2*, ... are the values of the orientation descriptor of cell *id*.
- ****vertex** denotes the beginning of the vertex field.
- *total_number_of_vertices* is the total number of vertices.
- *ver_id* is the identifier of a vertex and ranges from 1 to *total_number_of_vertices*.
- *ver_x*, *ver_y* and *ver_z* are the three coordinates of a vertex (real numbers).
- *ver_state* is an integer indicating the state of a vertex. For a standard tessellation (no regularization), it equals 0. For a regularized tessellation, it equals 0 if the vertex has not been modified by regularization and is higher than 0 otherwise.
- ****edge** denotes the beginning of the edge field.
- *total_number_of_edges* is the total number of edges.
- *edge_id* is the identifier of an edge and ranges from 1 to *total_number_of_edges*.
- *ver_1*, *ver_2*, ... are identifiers of vertices.
- *edge_state* is an integer indicating the state of an edge (always 0).
- ****face** denotes the beginning of the face field. It is present for a tessellation of dimension 2 or 3.
- *total_number_of_faces* is the total number of faces.
- *face_id* is the identifier of a face and ranges from 1 to *total_number_of_faces*.
- *number_of_vertices* is the number of vertices of a face.
- *number_of_edges* is the number of edges of a face.
- *edge_1**, *edge_2**, ... are identifiers of the edges of a face, signed according to their orientation in the face.

- *face_eq_a*, *face_eq_b*, *face_eq_c* and *face_eq_d* are the parameters of the equation of a face: $face_eq_ax + face_eq_by + face_eq_cz = face_eq_d$. The parameters are scaled so that $face_eq_a^2 + face_eq_b^2 + face_eq_c^2 = 1$.
- *face_state* is an integer indicating the state of a face. For a standard tessellation (no regularization), it equals 0. For a regularized tessellation, it equals 0 if it has not been modified by regularization and 1 otherwise.
- *face_point* is an integer indicating the point used for the interpolation of a face. For a standard tessellation (no regularization), it equals 0. For a regularized tessellation: if the point is the face barycentre, it equals 0; if the point is one of the face vertices, it equals to the position of the vertex in the list of vertices of the face. It equals -1 if the point is undefined.
- *face_point_x*, *face_point_y* and *face_point_z* are the coordinates of the point used for the interpolation of a face (equal 0 if undefined).
- ****polyhedron** denotes the beginning of the polyhedron field. It is present for a tessellation of dimension 3.
- *total_number_of_polyhedra* is the total number of polyhedra.
- *poly_id* is the identifier of a polyhedron and ranges from 1 to *total_number_of_polyhedra*.
- *number_of_faces* is the number of faces of a polyhedron.
- *face_1**, *face_2**, ... are identifiers of the faces of a polyhedron, signed according to their orientations in the polyhedron (positive if the normal of the face is pointing outwards and negative if it is pointing inwards).
- ****domain** denotes the beginning of the domain field.
- ***general** denotes the beginning of the domain general information field.
- *dom_type* is the type of the domain (one of cube, cylinder, square, circle, poly and planes).
- ***vertex** denotes the beginning of the domain vertex field.
- *total_number_of_dom_vertices* is the total number of domain vertices.
- *dom_ver_id* is the identifier of a domain vertex and ranges between 1 to *total_number_of_dom_vertices*.
- *dom_ver_x*, *dom_ver_y* and *dom_ver_z* are the three coordinates of a domain vertex (real numbers).
- *dom_ver_label* is the label of a domain vertex.
- *number_of_dom_tess_vertices* is the number of tessellation vertices of a domain vertex (must be 1).
- ***edge** denotes the beginning of the domain edge field (for a tessellation of dimension 2 or 3).
- *total_number_of_dom_edges* is the total number of domain edges.
- *dom_edge_id* is the identifier of a domain edge and ranges between 1 to *total_number_of_dom_edges*.
- *dom_ver_1*, *dom_ver_2*, ... are identifiers of the domain vertices of a domain edge or face.
- *dom_edge_label* is the label of a domain edge.
- *number_of_dom_tess_edges* is the number of tessellation edges of a domain edge.
- ***face** denotes the beginning of the domain face field (for a tessellation of dimension 3).
- *total_number_of_dom_faces* is the total number of domain faces.
- *dom_face_id* is the identifier of a domain face and ranges from 1 to *total_number_of_dom_faces*.

- *number_of_dom_vertices* is the number of domain vertices of a domain face.
- *number_of_dom_edges* is the number of domain edges of a domain face.
- *dom_edge_1*, *dom_edge_2*, ... are identifiers of the domain edges of a domain face.
- *dom_face_eq_a*, *dom_face_eq_b*, *dom_face_eq_c* and *dom_face_eq_d* are the parameters of the equation of a domain face and are defined in the same way than *face_eq_a*, etc. (see above).
- *dom_face_label* is the label of a domain face. If *dom_type* is 'cube', it is one of 'x0', 'x1', 'y0', 'y1', 'z0' or 'z1'. If *dom_type* is 'cylinder', it is one of 'z0', 'z1', 'f1', 'f2', ... Otherwise, it is one of 'f1', 'f2', ...
- *number_of_dom_tess_faces* is the number of tessellation faces of a domain face.
- *dom_tess_face_1*, *dom_tess_face_2*, ... are the identifiers of the tessellation faces of a domain face.
- *****end** denotes the end of a tessellation file.
- ****periodicity** denotes the beginning of the periodicity field.
- ***general** denotes the beginning of the periodicity general information field.
- *per_x*, *per_y* and *per_z* are booleans indicating x, y, and z periodicity.
- *per_dist_x*, *per_dist_y* and *per_dist_z* are the periodicity distances along x, y, and z.
- ***seed** denotes the beginning of the periodicity seed field.
- *slave_seed_qty* is the number of slave seeds.
- *slave_seed_id* is the identifier of a slave seed.
- *master_seed_id* is the identifier of the master of a slave seed.
- *per_shift_x*, *per_shift_y* and *per_shift_z* are the shifts of a slave seed (or vertex, etc.) relative to its master, along x, y and z. The values can be -1, 0 or 1.
- ***vertex** denotes the beginning of the periodicity vertex field.
- *slave_vertex_qty* is the number of slave vertices.
- *slave_vertex_id* is the identifier of a slave vertex.
- *master_vertex_id* is the identifier of the master of a slave vertex.
- ***edge** denotes the beginning of the periodicity edge field.
- *slave_edge_qty* is the number of slave edges.
- *slave_edge_id* is the identifier of a slave edge.
- *master_edge_id* is the identifier of the master of a slave edge.
- *slave_edge_ori* is the orientation of the slave edge with respect to the master edge: 1 if identical, -1 if opposite.
- ***face** denotes the beginning of the periodicity face field (for a tessellation of dimension 3).
- *slave_face_qty* is the number of slave faces.
- *slave_face_id* is the identifier of a slave face.
- *master_face_id* is the identifier of the master of a slave face.
- *slave_face_ori* is the orientation of the slave face with respect to the master face: 1 if identical, -1 if opposite.
- *number_of_scales* is the number of scales.
- *cell1_scale1*, *cell1_scale2*, ... are the identifiers of the cells of the scale-1, scale-2, ... tessellations which the cell belongs to.

B.2 Raster Tessellation File (.tesr)

Here are details on the .tesr file format version 2.0. Developers should note that read and write functions are available as ‘neut_tesr_fscanf’ and ‘neut_tesr_fprintf’, defined in directories neut/neut_tesr/neut_tesr_fscanf and neut/neut_tesr/neut_tesr_fprintf. Compared to a tessellation file (.tess), a raster tessellation file can include cell morphological properties such as their centroids or volumes. This is due to the fact that, for a raster tessellation, these properties are both in small number and relatively expensive to compute.

```

***tesr
**format
  format data_format
**general
  dimension
  size_x size_y [size_z]
  rptsize_x rptsize_y [rptsize_z]
[**cell
  number_of_cells
[*id
  cell1_id cell2_id ...]
[*seed
  seed_id seed_x seed_y [seed_z] seed_weight
  ... ]
[*ori
  descriptor
  cell1_param1 cell1_param2 ...
  cell2_param1 cell2_param2 ...
  ...]
[*coo
  cell1_x cell1_y [cell1_z]
  cell2_x cell2_y [cell2_z]
  ... ]
[*vol
  cell1_vol
  cell2_vol
  ... ]
[*convexity
  cell1_convexity
  cell2_convexity
  ... ]
]
**data
  rpt1_cell rpt2_cell ...
or
  *file data_file_name
***end

```

where,

- *****tesr** denotes the beginning of a raster tessellation file.
- ****format** denotes the beginning of the format field.
- *format* is the file format, currently ‘2.0’ (character string).

- *data_format* is the format of the data in field ****data**. It can be either `ascii`, `binary8` (8-bit binary), `binary16` (16-bit binary, LittleEndian), `binary16_big` (16-bit binary, BigEndian), `binary32` (32-bit binary, LittleEndian) or `binary32_big` (32-bit binary, BigEndian).
- ****general** denotes the beginning of the general information field.
- *dimension* is the dimension of the raster tessellation.
- *size_x*, *size_y* and *size_z* are the raster sizes along the 3 coordinate axes. The number of sizes must match *dimension*.
- *rptsize_x*, *rptsize_y* and *rptsize_z* are the point sizes along the 3 coordinate axes. The number of sizes must match *dimension*.
- ****cell** denotes the beginning of an optional cell field.
- *number_of_cells* is the number of cells.
- **id* denotes the beginning of an optional identifier field. If the field is present, the cell identifiers listed under ****data** are supposed to be numbered contiguously from 1 (or 0 in case of void), and their actual identifiers are considered to be the ones provided in the list. The actual identifiers are used in output files.
- *cell1_id*, *cell2_id*, ... are the actual identifiers of the cells.
- **seed* denotes the beginning of a seed field.
- *seed_id* is the identifier of a seed and ranges from 1 to *number_of_cells*.
- *seed_x*, *seed_y* and *seed_z* are the three coordinates of a seed (real numbers).
- *seed_weight* is the weight of a seed (real number).
- **ori* denotes the beginning of an optional crystal orientation field.
- *descriptor* is the descriptor used to parametrize the crystal orientations. See [Section A.7 \[Rotations and Orientations\]](#), page 57 for the list of available descriptors.
- *cellid_param1*, *cellid_param2*, ... are the values of the orientation descriptor of cell *id*.
- **coo* denotes the beginning of an optional centroid field.
- *cellid_x*, *cellid_y* and *cellid_z* are the coordinates of the centroids of cell *id*.
- **vol* denotes the beginning of an optional volume field.
- *cellid_vol* is the volume of cell *id*.
- **convexity* denotes the beginning of an optional convexity field.
- *cellid_convexity* is the convexity of cell *id*.
- ****data** denotes the beginning of the data field. Data can be provided in the `.tesr` file or in a separate file, using **file*, see below.
- *rptid_cell* is the cell raster point *id* belongs to. The cell identifiers should start from 1. Use 0 for voids.
- **file* denotes the beginning of a file field.
- *data_file_name* is the name of a file that contains the data. Typically, it is a `.raw` file.

B.3 Multiscale Cell File

A multiscale cell file provides cell-by-cell values for a multiscale tessellation. It contains, for each cell, its *multiscale identifier*, *mid*, and the value(s). A *cell multiscale identifier* (*mid*) is a character string identifying a cell at a specific scale. For a given cell, C, *mid* combines the identifiers of the cells that C belongs to, at successive scales, to its own *id*, separated by ‘:.’. For a 1-scale tessellation, *mid* equals *id*. For a 2-scale tessellation composed of 2×3 cells, the *mids* are equal to `1::1`, `1::2`, `1::3`, `2::1`, `2::2` and `2::3`. An example of a multiscale cell file providing integer values for these cells is:

```
1::1 3
1::2 4
1::3 5
2::1 4
2::2 2
2::3 1
```

B.4 Position File

A position file lists the coordinates of a given number of points. The file must contain 1 coordinate per point in 1D, 2 coordinates per point in 2D and 3 coordinates per point in 3D. While the dimension can be known from the context in which the file is read, it can also be specified by appending ‘:*dim*’ to the name of the position file, where *dim* is the dimension. A coordinate can be an integer or real number. A real number can have an arbitrary number of digits, but the decimal mark must be ‘.’. The coordinates can be separated from each other by spaces, tabulators or newlines (any number as well as arbitrary combinations of them are supported). However, a good practice is to format the file with one line per point. An example of a position file containing 5 points in 3D is:

```
2.1235 9.4544 5.2145
5.9564 3.6884 9.2145
2.2547 3.2658 8.2514
8.2515 9.4157 2.9454
0.5874 4.2848 2.4874
```

Appendix C Developer's Guide

This chapter provides information useful to anyone who plans to contribute to Neper or wishes to better understand how it works. The code structure is detailed and information are given on how to efficiently contribute to it. If you are missing information, complain!

C.1 Code Structure

The Neper root directory content is as follows (the slash character `'/'` denotes directories),

- `COPYING`: license terms
- `README`: information about other files and directories in the directory
- `VERSIONS`: information on the versions of Neper
- `src/`: source code directory
- `doc/`: documentation directory

Details on the `'src/'` and `'doc/'` directories are provided in the following.

C.1.1 Source Code

Neper's source code is located in directory `src/` and consists of roughly 85,000 lines shared between 200 directories and 800 text files. The `'src/'` directory contains the following files and directories,

- `neper.h` and `neper.c`

These are the main source code header file and source code file of Neper. `'neper.c'` contains the program `'main'` function. It reads the arguments passed at the command line and runs the corresponding functions, which can be one of the program module.

- `neper_t/`, `neper_m/` and `neper_v/`

These are directories that contain the source code of each of the program modules. The modules aim to be independent from each other as much as possible, that is, a function of a given module will never calls a function of another module (with a few exceptions).

- `neut/`

`'neut'` stands for *Neper utilities*. The directory contains utility functions specific to Neper and used by several modules.

- `contrib/`

This directory contains utility functions not specific to Neper. The first one is `'ut'`, which is a collection of general-purpose, low-level C functions (memory allocation, etc.). The second one is `'orilib'`, which is a collection of routines for orientation manipulation (see <http://orilib.sourceforge.net>). The last one is ANN, a library for nearest neighbour searching (see www.cs.umd.edu/~mount/ANN). Although these libraries also are distributed alone (and might be already installed on your system), they are included into Neper instead of being considered as dependencies (contrary to the GSL, ...), to make Neper easier to install.

- `CMakeLists.txt`, `neper_config.h.in` and `cmake/`

These files and directories are specific to the building system, CMake. `CMakeLists.txt` is the CMake source file, which tells CMake where to find the program source files, how to manage dependencies, where to install Neper, etc. `neper_config.h.in` is a small configuration file that is useful to CMake for managing dependencies and program version numbers. `cmake/` contains `.cmake` files which help CMake locating the dependencies on the system (library and header files).

A module directory, `neper_X/`, where ‘*X*’ stands for the module letter (one of ‘*t*’, ‘*m*’ or ‘*v*’), is structured as follows,

- `neper_X.h`, `neper_X_.h` and `neper_X.c`
 These are the source code header files and source code file of the module. `neper_X.c` contains the module function, ‘`neper_X`’. `neper_X_.h` is the source code header file, which is `#include`’ed in `neper_X.c` and contains a bunch of `#includes` to all necessary library header files. `neper_X.h` contains the prototype of the module function and is `#include`’ed in `neper_.h`. Hence, files `_.h` are local header files while files `.h` are header files `#include`’ed into a upper-level source code header file. This is true anywhere in the source code. Moreover, any function specific to module *X* is prefixed ‘`neX_`’.
- `neX_input/` and `structIn_X.h`
 The ‘`neX_input/`’ directory contains functions for reading the value of the arguments passed to module *X* from the command line. The information are recorded into an ‘`IN`’ C structure, which is declared in file ‘`structIn_X.h`’.
- `neX_foo/`, `neX_bar/`, etc.
 Each of these directories is associated to a specific task of the module and contains a function of the same name (‘`neX_foo`’, etc.) which is called from function ‘`neper_X`’. Each directory contains a directory tree structure.
- `CMakeLists.txt`
 This file tells CMake where to find the source files and how to manage dependencies in the module. It is used by the upper-level `CMakeLists.txt` file (there is no lower-level `CMakeLists.txt` file).

The `neut` directory is roughly structured as follows,

- `CMakeLists.txt`
 This file tells CMake where to find the source files and how to manage dependencies in the module. It is used by the upper-level `CMakeLists.txt` file (there is no lower-level `CMakeLists.txt` file).
- `neut.h`, `neut_t.h`, `neut_m.h` and `neut_v.h`
 These files are source code header files that `#include` header files of `neut` (which contain function prototypes) and are `#included` in the modules. `neut.h` `#includes` all header files while the three others `#include` header files only necessary to the corresponding module (this speeds up compilation at development stage).
- `neut_structs/`
 This directory contains header files which defines all C structures used in the program.
- `neut_foo/`, `neut_bar/`, etc.
 Each of these directories contain functions specific to a particular C structure. For example, `neut_tess` contains functions relative to the ‘`TESS`’ structure, which describes a tessellation.

C.1.2 Documentation

Neper’s documentation is located in directory `doc/`. It is written in Texinfo, the GNU software documentation system. The documentation consists of a collection of `.texi` files (text files). The documentation may be compiled in PDF, info or html format by running `make pdf`, `make info` or `make html`, respectively. In official releases, both the PDF and info documentation files are built and included in the archive.

C.2 Contributing to Neper

The Neper development repository is hosted on GitHub: <https://github.com/rquey/neper>. Code contributions to be included in Neper's official (public) version should be submitted as pull requests on this repository.

C.2.1 Coding Conventions

Neper is written following the GNU Coding Standards (<http://www.gnu.org/prep/standards>), with the exception that braces are not indented (because there is so often 3+ loop levels in Neper). Please follow this convention. Here are a few tips and other remarks,

- For Vim, put the following commands in file `$HOME/.vimrc`:


```
:set sw=2
:set cindent
:syntax enable
:set textwidth=72
```
- You can run `indent -bli0 source_files` for automatic formatting.
- Break up the code into meaningful chunks using blank lines. Always use a single blank line to separate parts of the code.
- Neper admits no compilation warnings. Please fix all of them up.
- Please help us maintaining good documentation by documenting any capability you may add.

C.2.2 Adding a New Option

In modules -T and -M, adding a new option can be done by following the successive steps,

- Add a variable to the 'IN' structure to record the value of the option (file `structIn_X.h`).
- If necessary, allocate / free the variable in the `neX_in_set_zero` and `neX_in_free` functions (file `neX_input1.c`) Assign it a default value in `net_input_options_default` (file `neX_input3.c`).
- Add the option to the option list in `net_input_options_set` (file `neX_input3.c`), taking as an example another option of the same type (integer, etc.).
- Where appropriate in the source code, add a new function for the new option (if necessary in a new file or directory). The function should be executed depending on the value of the option.
- If adding one or several files or directories, add the source file(s) to the source file list in the `CMakeLists.txt` file of the corresponding module.
- Make sure the whole thing compiles and runs properly for your purpose.
- Make sure your own changes did not break anything in the rest of the code by running full testing, using `make test` (or `ctest`). You may also want to add a test specific to the new option.

In module -V, options are processed differently. Instead of being recorded in a C structure, they are read one after the other and associated functions are executed along the way. To add a new option, take an existing option as an example.

C.2.3 Compilation Options

For development, several compilation options can be changed from their default values. This must be done at configuration stage, using commands '`ccmake ..`' or '`cmake-gui ..`'. The compilation options are,

- **DEVEL_DEBUGGING_FLAG**

Setting the option to **ON** turns on the debugging compilation flag ‘-g’, which is required for debugging with **gdb** and **valgrind**, and turns on the compilation flag ‘-Werror’, which makes all compilation warnings into errors.

- **DEVEL_DEBUGGING_TEST**

Setting the option to **ON** runs internal tests during Neper execution at places where the code is otherwise considered robust.

- **DEVEL_OPTIMIZATION**

Setting this option to **OFF** disables code optimization, which is useful for debugging with **gdb** and **valgrind**.

- **DEVEL_PROFILING**

Setting this option to **ON** turns on the code profiling compilation flag ‘-pg’, which is required for profiling with **gprof**. This is a high CPU-sensitive option, which should be used only when profiling is actually carried out.

C.2.4 Testing

The code can be tested using **CTest**. The usual way is as follows:

```
$ ctest
```

It is also possible to run only some of the tests.

- Option **-R** selects the tests whose name contains a character string:

```
$ ctest -R string
```

As test names start by the letter of the module they refer to, followed by character ‘_’, it becomes handy to run tests on a specific module, for example:

```
$ ctest -R T_
```

- Option **-E** selects the tests that do not contain a character string:

```
$ ctest -E string
```

- Option **-I** selects the tests from their numbers, for example:

```
$ ctest -I 3,5
```

Appendix D Versions

New in 3.0.2 (16 Feb 2017):

- module -T: added `-transform scale` and `transform rotate` for scalar tessellations (`.tess`), fixed `-morpho` with `-periodic`, fixed `-morpho` with non-unitary domains, fixed `-statedge/-statface theta` with `-oricrysym hexagonal`, improved `-ori`, added `-morpho lamellar(v=crysdire)`, added `***tess/**cell/*crysym` section to `.tess` file, fixed `-morphoptialgo random`, small fixes.
- module -M: fixed `-interface cohesive` in 2D and 3D (for Abaqus), enable `-interface discontinuous` and `cohesive` for periodic tessellations, added `-format msh:binary`, fixed `faset internal` for 3D, added `-transport node:...`, changed point keys `"elt3d"` and `"elset3d"` into `"elt"` and `"elset"` (now apply to 3D or 2D), small fixes.
- documentation: minor fixes.

New in 3.0.1 (01 Dec 2016):

- module -T: fixed up options `-periodic` and `-morphoptialgoneigh qsort`, added tessellation key `'modeid'` (for cells), added `-morpho cube(N1,N2,N3)` and `-morpho square(N1,N2)`, enabled `-loadtess -scale`, added `-oricrysym hexagonal`, added tessellation keys `'nfacelist'` and `'theta'`, cleaned code, fixed documentation of `.tess` file, added tests on conflicting options.
- module -M: added option `-scale`, fixed hexahedral meshing of periodic tessellations, added physical groups to `.msh`, fixed 2D meshes in Abaqus (`.inp`) file, fixed up option `-faset internal`.
- module -V: fixed options `-dataseed*`.
- general: removed `libmatheval` dependency, fixed testing.

New in 3.0.0 (12 Sep 2016):

- module -T: added 3 major capabilities: (i) tessellation generation from morphological cell properties (options starting by `-morpho`), (ii) multiscale tessellation generation (using the `::` separator), and (iii) periodic and semi-periodic tessellation generation (option `-periodic`); made some other improvements and some clean up all over the place.
- module -M: added ability to mesh the new tessellations, including periodic tessellations; added interface meshing using cohesive elements (option `-interface`); made small other improvements.
- module -V: made small improvements.
- module -D: replaced by `"make test"` using `CTest`.
- new development website: <https://github.com/rquey/neper>.

New in 2.0.5 (06 Feb 2016):

- module -T: fixed up `-domain planes` in 3D, added `-domain sphere`, added `'rotate'`, `'translate'` and `'scale'` arguments to `-domain`, added normal specification in `-morpho lamella`, minor other improvements.
- module -M: fixed up `vtk output`.
- module -V: added `-datacellcol id:filename`, fixed up options `-data*col id`.
- module -D: minor improvements.

New in 2.0.4 (22 Jun 2015):

- module -T: fixed up regularization in 2D, extended -morpho planes to 2D, added semi-periodicity for raster tessellations, minor fixes.
- module -M: fixed up 2D mesh output in Abaqus format, minor fixes.
- module -V: fixed up -datacellcolscheme, improved -cameracoo to account for the tessellation/mesh dimensions.

New in 2.0.3 (27 Nov 2014):

- module -M: fixed up bug on Mac OS X, fixed up Ctrl-C, fixed up and speed up option -statpoint 2dmesh*.
- module -T: improved options for 2-scale tessellations, added option '-clip'.

New in 2.0.2 (29 Sep 2014):

- module -T: fixed up regularization of cylinder tessellations, fixed up option '-domain planes', added tessellation cell domain, fixed up 3dec and ply support, added Wavefront obj format, added / fixed up tessellation keys.
- module -M: added vtk mesh format, fixed up fepx and geof mesh formats, added extrusion of a 2D mesh to get a 3D mesh (option -dim), fixed up topology reconstruction.
- module -V: added points plotting as cubes, spheres, cylinders or ellipsoids (options -showpoint and -datapoint*).

New in 2.0.1 (12 Mar 2014):

- Fixed up compilation on some systems, added support for libscotch version 6.0, small fixes and cleanups.
- module -T: enabled square and cube tessellations in .tess format, fixed up cell sorting, made option -id mandatory, improved regularization of 2D tessellations, added bunch of tessellation keys, small fixes.
- module -M: added 'domtype' mesh key.
- module -V: fixed up simultaneous tess and mesh printing, fixed up colouring based on id, improved camera positioning for 2D and 1D inputs, added coordinate system, improved option -slicemesh, added options -data*scaletitle, improved -data*scale options.

New in 2.0.0 (10 Jan 2014):

- General: Full restructuring and added many new features. Neper now has 3 main modules: tessellation module (-T), meshing module (-M) and visualization module (-V); details are provided below. Added developer's guide and module (-D). Documentation has been much improved.
- module -T: added several tessellation algorithms (hardcore Voronoi and Laguerre Voronoi); added orientation generation (was previously in -O); significantly sped up tessellation; included and significantly sped up regularization (was previously in -FM); added 2-scale polycrystal generation; added 2D and 1D supports; improved statistics; enabled both scalar (tess) and raster (tesr) outputs; cleaned up tess file.
- module -M: module for free and mapped meshings (merging of -FM and -MM). Removed regularization (now in -T); added per-cell mesh size

definition; sped up multimeshing; improved statistics.

- module -V: full restructuring; added support for 2D and 1D tessellations and meshes; the way all entities are shown (cells, polyhedra, faces, edges, vertices, germs, 3D/2D/1D/0D element sets and elements, nodes) can be set in great detail; added transparency.

New in 1.10.3 (26 Nov 2012):

- module -T: added 3dec geometry format, added option -checktess, minor improvements, added individual file extension support in -stattess, changed option -neigh 1 to -statp i,f,npl,fal,feql.
- module -FM: added 3dec geometry format; changed "top" and "bot" nset names for cylindrical domains to "z0" and "z1"; minor bug fixes; improved fev format support; added individual file extension support in options -stattess and -statmesh.
- module -O: minor bug fixes.
- module -MM: sped up meshing; fixed -domain, -scale and -nset options, add .nper file for periodicity conditions; fixed msh output for meshes with different element dimensions; minor other bug fixes.
- module -VS: sped up meshing reconstruction and PNG file generation, added option '-camerasky', added option '-showeltdge', sped up mesh reconstruction, minor fixes
- documentation: minor fixes.
- General: minor fixes.

New in 1.10.2 (09 Aug 2012):

- module -T: fixed -centroid option.
- module -FM: fixed list of available meshing algorithms. Added tests.
- module -MM: fixed nset syntax in inp (Abaqus) files.
- module -VS: added capability to plot mapped meshes.
- General: various minor improvements, code cleaning.

New in 1.10.1 (08 June 2012):

- Bug fix to get Neper working after invoquing 'make install'.

New in 1.10.0 (04 June 2012):

- General: New (hopefully simpler) installation procedure based on Cmake. Added support for domains of any convex polyhedral shape.
- module -VS: major code rewriting and option changes. New capabilities for defining the colours and sizes of the tessellation / mesh (including gradients). Added options to show only specific parts of the tessellation / mesh and to view slices of a mesh. Other small enhancements.
- module -T : added option '-domain' to specify the shape of the domain (cuboidal, cylindrical or of any convex shape), small bug fixes, added centroid Voronoi tessellation generation (option -centroid), merged option -centrecoo into option -morpho, added polyhedron centroid coordinates in file .stt3, changed option -load to -loadtess, added output format '.ply' (thanks Ehsan!).
- module -FM: mesh partitionning needs libscotch version 5.1.12 or later, small bug fixes, changed default value of -faset to "" (i.e. no faset in output), fixed bug for Abaqus output, added polyhedron centroid

- coordinates in file .stt3, added output format '.ply' (geometry only).
- module -MM: new options -dsize and -scale, new option -loadmesh, new option -outdim, changed arguments of -ttype, changed default value of -faset to "" (i.e. no faset in output), fixed bug for Abaqus output, small bug fixes.

New in 1.9.2 (Sep 2011):

- module -T: added option -morpho for specifying the type of grain structure (equiaxed, columnar or bamboo), merged option -regular with -morpho, added post-processing -neighbour option for information on the polyhedron neighbours, added geo (Gmsh geometry) output format (mostly for visualization), fixed bugs.
- module -MM: proper processing of the input tess files, added msh (Gmsh) and inp (Abaqus) output formats, added options -morpho and -centrecoo (as in module -T), small bug fixes, code cleaning.
- module -FM: added geo (Gmsh geometry) output format (mostly for visualization), small bug fixes.
- documentation: small corrections.

New in 1.9.1 (May 2011):

- module -FM: fixed bug occurring when -mesh3dalgo is not set by the user. Small other bug fixes.
- module -MM: small bug fixes.

New in 1.9.0 (Apr 2011):

This is a major release. Neper now has its own paper:
 "R. Quey, P.R. Dawson and F. Barbe. Large-scale 3D random polycrystal for the finite element method: Generation, meshing and remeshing. Computer Methods in Applied Mechanics and Engineering, Vol. 200, pp. 1729--1745, 2011."

Please cite it in your works if you use Neper.

- General: added option --rcfile to disregard / change the initialization file; big distribution and source clean up; bug fixes.
- module -T: added capability to generate regular morphologies (truncated octahedra), tess file format bumped to 1.9; big clean up.
- module -FM: included multimeshing, remeshing and mesh partitioning capabilities; big clean up. Neper now uses the *standard* Gmsh distribution for 2D and 3D meshings (versions >=2.4.2). Strongly reduced memory usage.
- module -O: added capability to handle different orientation descriptors.
- module -VS: new visualization module to generate publication-quality images (PNG format) of the tessellations, meshes and more...

New in 1.8.1 (Aug 2009):

- upgraded website at <http://neper.sourceforge.net>
- module -T: new file format ***tess1.8, new option -restart to load an existing tessellation (not through std input any more), new option -printformat, bug fixes.
- module -MM: bug fixes.
- module -FM: new output format mae, new option -restart to restart from an existing geometry or mesh (options -mesh and -conv removed); new

- options `-printformat` and `-maeextension`; better mesh numbering (+ new options `-elementfirstid` and `-nodefirstid`), new way to choose the node sets to output (`-nset 4`), fixed option `-estat`, renamed `-bwcy-clmin` to `-clmin`, cleaned bunch of options, bug fixes.
- module `-0`: added option `-euleranglesconvention` (Bunge, Roe & Kocks); new output formats `mae` and `geof` (option `-format`).
 - manual: some corrections.

New in 1.8.0 (Jul 2009):

- First GPL-distributed version of Neper.

Appendix E GNU General Public License

GNU General Public License

Version 3, 29 June 2007

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TERMS AND CONDITIONS

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The “source code” for a work means the preferred form of the work for making modifications to it. “Object code” means any non-source form of a work.

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The “System Libraries” of an executable work include anything, other than the work as a whole, that (a) is included in the normal form of packaging a Major Component, but which is not part of that Major Component, and (b) serves only to enable use of the work with that Major Component, or to implement a Standard Interface for which an implementation is available to the distrib in source code form. A “Major Component”, in this context, means a major essential component (kernel, window system, and so on) of the specific operating system (if any) on which the executable work runs, or a compiler used to produce the work, or an object code interpreter used to run it.

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```
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```

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