



# MPath Spotlights – Merge Pointset

## Merge pointset data onto a mesh

Using the Merge Pointset option, you can add pointset data to a corner point mesh. The pointset should be tabular data with X, Y and Z coordinate data, with property data at each coordinate.

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

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

min – the minimum of the point properties in each element

max – the maximum of the point properties in each element

mean – the mean of the point properties in each element

count – the number of points in each element

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

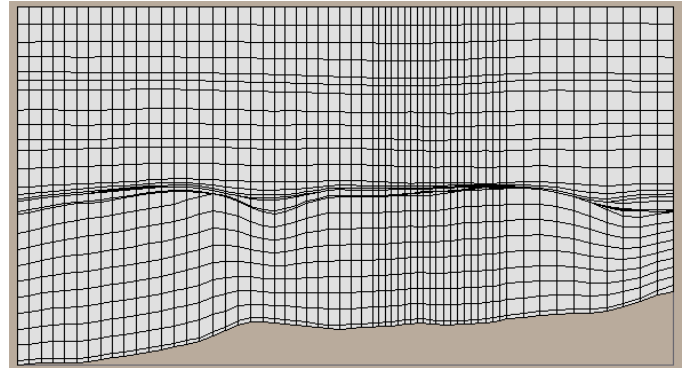
5. Enter the Output prefix – MPath uses this when naming the output mesh – and Description of the merged mesh.
6. Click OK.

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

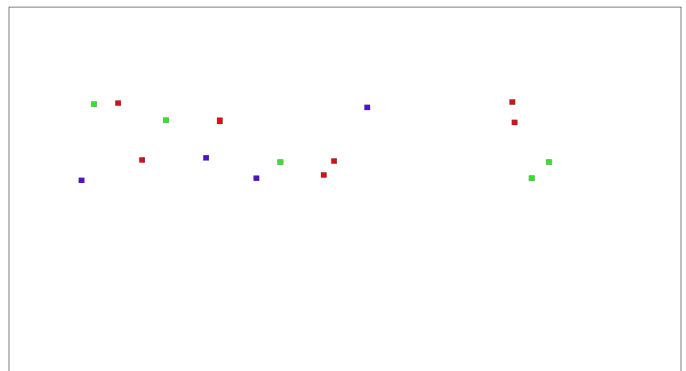
## For more information

Visit [www.permedia.ca](http://www.permedia.ca) for more Spotlights, workflow documentation and tutorials.

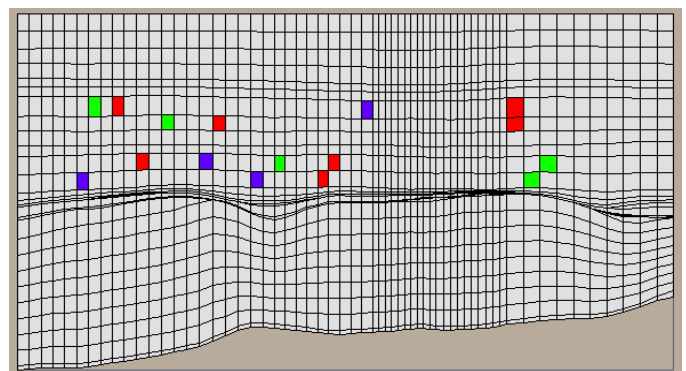
Contact [support@permedia.ca](mailto:support@permedia.ca) for product support.



Mesh



Pointset



New mesh with pointset data on elements