

Displaying triangles in view-points

view-points can be used now to display triangles, which may be useful, if you would like to quickly visualize a triangulated surface without converting it into a CAD model.

Draw triangles:

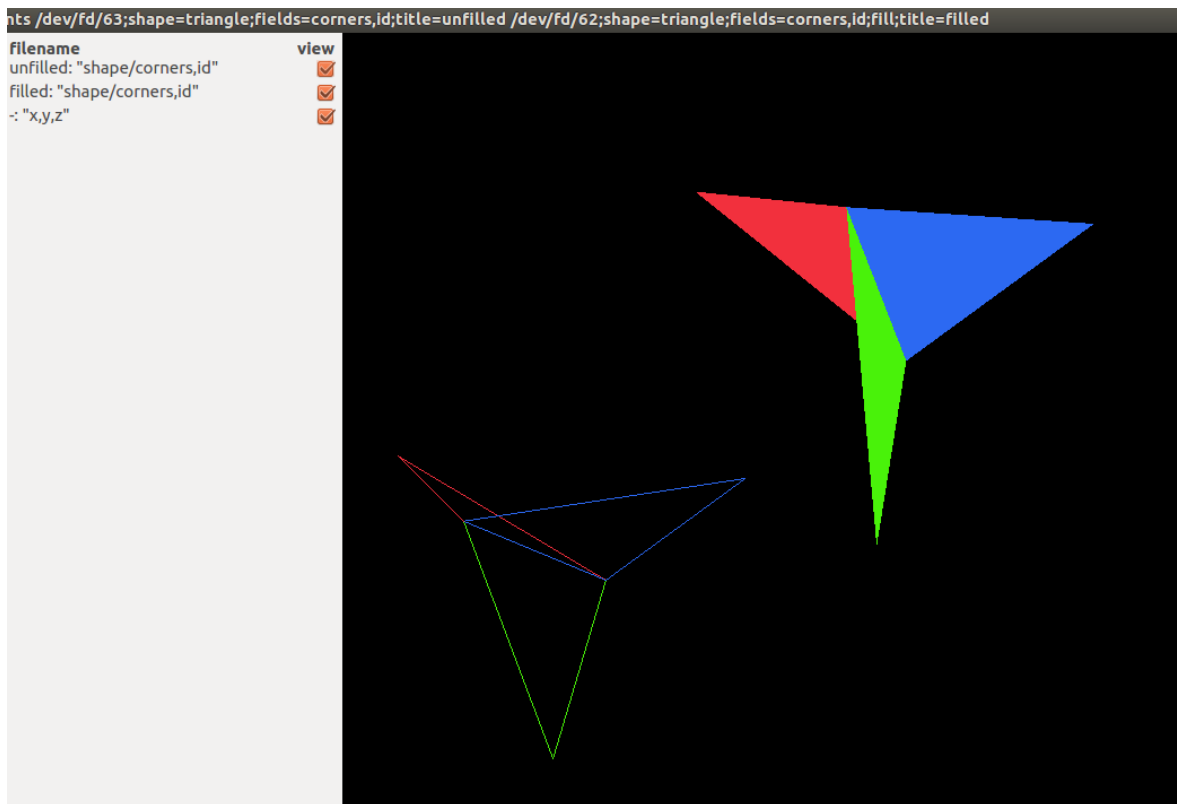
```
> ( echo 0,0,0,1,1,1,1,0,0,0 ; echo 0,0,0,1,1,1,0,1,0,1 ; echo 0,0,0,1,1,1,0,0,1,2 ) | view-points "--;
shape=triangle;fields=corners,id"
```

Draw filled triangles:

```
> ( echo 0,0,0,1,1,1,1,0,0,0 ; echo 0,0,0,1,1,1,0,1,0,1 ; echo 0,0,0,1,1,1,0,0,1,2 ) | view-points "--;
shape=triangle;fields=corners,id;fill"
```

Draw both:

```
> view-points <( echo 0,0,0,1,1,1,1,0,0,0 ; echo 0,0,0,1,1,1,0,1,0,1 ; echo 0,0,0,1,1,1,0,0,1,2 )";
shape=triangle;fields=corners,id;title=unfilled" <( echo 2,0,0,3,1,1,3,0,0,0 ; echo 2,0,0,3,1,1,2,1,0,1 ; echo
2,0,0,3,1,1,2,0,1,2 )";shape=triangle;fields=corners,id;fill;title=filled"
```



It also can be used, if triangulation is produced dynamically in a stream, just as for any other shape supported by **view-points**.