



Search or jump to...

Pull requests Issues Codespaces Marketplace Explore



libigl / libigl Public

Edit Pins

Watch 165

Fork 1.1k

Star 3.9k

Code Issues 517 Pull requests 12 Discussions Actions Projects 6 Security Insights

main 15 branches 8 tags

Go to file

Add file

Code

Q-Minh and Alec Jacobson Fix ambiguous assignment operator compile error... a05865e yesterday 5,189 commits

| | | |
|----------------------------|---|--------------|
| .github | try to use j2 on windows (#2170) | last month |
| cmake | bump mpfr version; add logic for mac os cross compiling (#2165) | last month |
| include/igl | Fix ambiguous assignment operator compile error (#2157) [ci skip] | yesterday |
| tests | Fast mesh-to-mesh intersection and mesh self intersection without ... | 2 days ago |
| tutorial | Fast mesh-to-mesh intersection and mesh self intersection without ... | 2 days ago |
| .gitignore | restoring vim/macOS debris in gitignore | last year |
| .mailmap | mailmap test | 9 years ago |
| CMakeLists.txt | Fixes hunter issue cpp-pm/hunter#484 with newest MSVC, which lea... | 3 months ago |
| LICENSE.GPL | strip copyrights | 10 years ago |
| LICENSE.MPL2 | strip copyrights | 10 years ago |
| LibiglOptions.cmake.sample | rm_WITH in module switches | last year |
| README.md | CMake refactor (#1805) | last year |

About

Simple C++ geometry processing library.

libigl.github.io/libigl/

geometry-processing

Readme

GPL-3.0, MPL-2.0 licenses found

3.9k stars

165 watching

1.1k forks

Releases 7

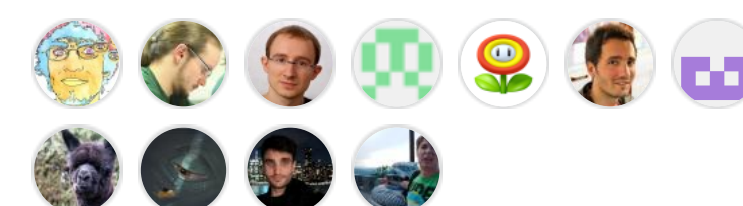
v2.4.0 Latest on Feb 20, 2022

+ 6 releases

Packages

No packages published

Contributors 140

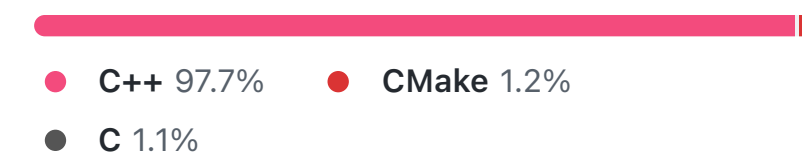


+ 129 contributors

Environments 1

github-pages Active

Languages



README.md

libigl - A simple C++ geometry processing library

Build passing



Documentation, tutorial, and instructions at <https://libigl.github.io>.

Important

The latest version of libigl (v2.4.0) introduces some **breaking changes** to its CMake build system. Please read our [changelog](#) page for instructions on how to update your project accordingly.