

Figure: mesh settings

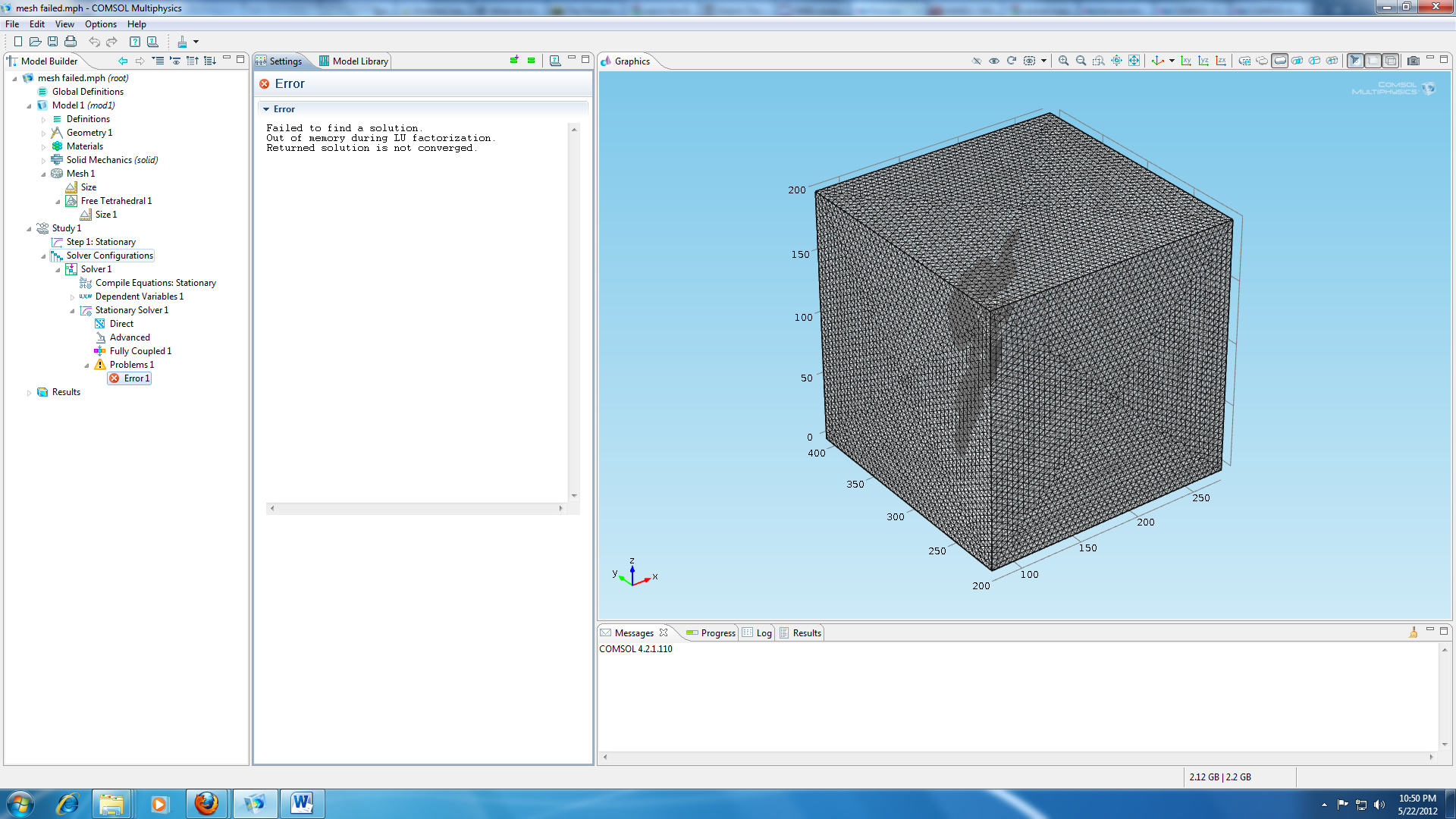


Figure: Solving errors