
Subject: Plotting Vectors/Rays

Posted by [raph](#) on Fri, 03 Oct 1997 07:00:00 GMT

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Hi-

As a new IDL user, I'm just beginning my trek up the learning curve. My first trials are plots I know how to do in other plotting packages and I'm having trouble getting IDL to do things that are easy in the other packages (principally MONGO). Since I expect that this is my limitation, I thought I'd ask some people who know.

My first trial is to plot vectors (or rays, to avoid using vector in a non-IDL fashion) representing nuclear reaction fluxes. Essentially I have 4 arrays, X, Y coordinates of the end point, angle and ray length.

Using the plot and arrow commands, I've managed to write a little procedure which does the basic plotting, but I have 2 problems.

First, I can't figure out how to make the X and Y axes have the same unit length, so that, for example a 45 deg angle is actually 45 degrees on the display, not simply a slope of 1.

Second, the arrow command seems not to honor the clipping of the plot routine, so it plots arrows in the margins.

Any suggestions on solutions to these problems, or sources to research solutions, are appreciated.

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