Subject: Re: Displaying 3-D vector fields
Posted by jim.blackwell on Fri, 08 Nov 2002 14:44:34 GMT
View Forum Message <> Reply to Message

"Rick Towler" <rtowler@u.washington.edu> wrote in message
news:<aqe77h$1juo$1@nntp6.u.washington.edu>...
> This sounds like a job for object graphics.
>
> Someone has to have written a vector object which consists of a few
> polylines that make up the body and head in a model. Use would be as simple
> as defining the location and magnitude.
>
> Once you have that, something as simple as this would work:
>
> ; Your vector locations - XYZ (empty array used as example)
> location=FLTARR(100,3)
>
> ; Your vector magnitudes - ABC (empty array used as example)
> magnitude=FLTARR(100,3)
>
> ; Create a model to put all of our vectors in
> model = OBJ_NEW('IDLgrModel')
>
> ; Fill it up with vector objects
> vectors = OBJARR(100)
> for n=0, 99 do $
> vectors[n] = OBJ_NEW('vector', LOCATION=location[n,*], $
> MAGNITUDE=magnitude[n,*])
>
> ; Add the array of vectors to our model
> model -> Add, vectors
>
> ; Display the contents of the model using xobjview
> xobjview, model, /BLOCK
>
> ; Destroy the objects
> OBJ_DESTROY, model
>
>
> If you want to animate the vectors you'll have to do a little more work but
> it would be simple.
>
>
> The trick is finding the "vector" object. Someone on this list has to have
> written something similar. I was giving this a day hoping someone with such
> an object would step up... Try searching the usual code archives. I
> thought Mark Hadfield had something like this but his webpage isn't up
> anymore.

>
> If you want to try and write the vector object yourself left me know and I
> can help get you started.
>
> -Rick

Rick,

Thanks for the advice. As far as a vector object, I presume one could take the program offered in another reply to this posting and make it an object ? Not being familiar with Object Graphics other than for some examples I've tried to figure out, I need some help here.

Jim Blackwell
