
Subject: Generating streamlines ...

Posted by [watsr](#) on Mon, 12 Dec 1994 17:40:54 GMT

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Hi Folks,

Before I re-invent the wheel, has anybody written and PV~Wave code for generating streamlines from a cartesian gridded 3D vector field. I have an algorithm, but if anybody has already implemented such an animal, and would be willing to share their code, then it would be much appreciated !

Many thanks in advance,

Robert

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Robert J Watson. "When in a hole... stop digging ..."
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