
Subject: Re: Particle representation

Posted by [Paul Sorenson](#) on Thu, 22 May 2003 05:52:06 GMT

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IDL's SURFACE command does not require absolutely regular xy locations. I don't think IDLgrSurface does either. Also, see the d_surfview.pro demo for an example displaying a surface (grid) as points rather than lines. (Menu choice Options|Style|Point.)

If you have very irregular xy locations, you could draw PLOTS points or Orb objects at each location.

Hope that helps,

-Paul Sorenson

<user@domain.invalid> wrote in message
news:b9gmav\$jo3\$1@titan.btinernet.com...

> Hi,

>

> Does anyone know of a simple way of creating an _irregularly_ spaced
> particle representation from a _regularly_ spaced grid? I have a 2D
> grid with density values (tends to be close to a Gaussian profile), and
> I then want to represent this using a finite number of point masses,
> each having the same mass, but with a general position. The initial
> density profile will then be represented by the spacing of the points,
> each containing an equal amount of the mass. For some reason I thought
> IDL had routines suitable for this, but I can't seem to find any.

>

> I plan to use these as tracer particles, injected onto a regular grid,
> so I will create a linked list containing a unique particle identifier,
> its position in 3D space, pressure, energy etc., and then it will be
> moved around by the velocity vectors living on the hydro grid.

>

> Any ideas received with thanks,

>

> Henrik

>
