
Subject: Re: Is there a simple way to plot field lines?

Posted by [so](#) on Wed, 28 May 2003 13:54:53 GMT

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David Fanning <david@dfanning.com> wrote in message
news:<MPG.193dd29796c88430989bb3@news.frii.com>...

> Mark Hadfield (m.hadfield@niwa.co.nz) writes:

>

>> What do you mean by "plot field lines". If you have (x,y) coordinates
>> defining your lines, then PLOT them. Or do you want to plot isolines for a
>> scalar field? Or lines in 3D space? Or cows walking along lines in fields?

>

> I think you might have to code the latter up. I once
> had a railroad engine running across a plot. If you
> screw up your nose and cross your eyes it sorta looks
> like a cow. I'd be happy to send you the code.

>

> I think "plot field lines" might be code for "velovect".
> If so, I would get the one Martin Schultz modified for
> overplotting, etc. It can be found under "Modified IDL
> Routines -> Plotting Routines" on Ronn Kling's web page:

>

> <http://www.rlkling.com/>

>

> Cheers,

>

> David

Thanks. I've had a look and I reckon the easiest way of doing this is
to write a field line plotter (sorry,
code-that-takes-a-vector-field-and-traces-lines-which-are-ta
ngent-to-the-vector-field-from-a-number-of-seed-points)
in C. I can't see much point in having to hack a huge expensive
package like IDL to do something simple slowly.
Thanks again though!
