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Subject: Re: Best Path Through a Vector Field

Posted by [Paul Sorenson](#) on Sun, 02 Nov 2003 02:10:12 GMT

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Have a look at the "thunderstorm" demo: d\_vectrack.pro. When you right click on graphics objects in that demo, a "streamline" trails out like a kite tail, following a path dictated by wind velocity in three dimensions. The streamlines are colored by "M", i.e. the magnitude of the vector added U, V, W wind velocities.

You can look at the source code for d\_vectrack.pro in examples/demo/demosrc

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-Paul Sorenson

"MC" <markchan@shaw.ca> wrote in message

news:Ki%nb.219207\$6C4.207461@pd7tw1no...

> Ux=2D array, x-component of a vector field, one value at each location

> Uy=2D array, y-component of a vector field, one value at each location

>

> I want to start at a point inside the field and have the "particle" follow

> the strongest field. But I want the path to radiate from this point toward

> the edge of the plot. When it is done, there is only one line on the plot,

> identifying the path of the particle influenced by the strongest field

which

> passes through the point of interest.

>

> Any pointers or suggestions appreciated.

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> Thanks in advance,

> MC

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