Subject: Re: Mathematical manipulations
Posted by David Fanning on Fri, 06 Feb 2004 16:03:03 GMT
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Anastasiya writes:

> Me is already couple of month in IDL and already understood that here
> exist huge amount of stones under the water-:(
> I am currently working on the multiple scattering of X-rays in 3D.
> Everythin seems was O.K. But...
> The initial parameters ray direction and initial position, spheres
> centers and radiuses. Using Snell's law, vector product of unit
> vectors(incident direction and normal to the surface or refracted
> direction and normal) I found incident and refracted angles.
> I need also to find angle between refracted ray direction and initial
> direction(all rays was parallel to OX [1,0,0]. Let's say t[0]
> x-coordinate of refraction direction is 1.0000. Acos(1.0000)=0.0000.
> But me recieving 2.7905781e-006!!!!!!!
> What does it mean, may be somebody may explaine me where to check?.
> May be me using not correctly mathematics in IDL.
> P.S.Loops I will eliminate in future

You will probably get more useful advice in a few minutes,
but while you are waiting, here are a couple of articles
I think you might find interesting:

http://www.dfanning.com/math_tips/sky_is_falling.html
http://www.dfanning.com/math_tips/double.html

Cheers,

David
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David W. Fanning, Ph.D.
Fanning Software Consulting, Inc.
Phone: 970-221-0438, E-mail: david@dfanning.com
Coyote's Guide to IDL Programming: http://www.dfanning.com/
Toll-Free IDL Book Orders: 1-888-461-0155