
Subject: Re: Plotting streamlines in 3D

Posted by [David Fanning](#) on Tue, 25 Jan 2005 20:08:48 GMT

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Mark Douglas writes:

> I knew you had to feed streamline() with data calculated from
> particle_trace(), didn't know you had to render it though, it's not as
> if I was on an SGI or anything...! In the end I discovered plot_3dbox(),
> which together with plots() met my needs.
>
> How would I go about rendering it though? Don't want to admit defeat
> just yet!

Uh, well, object graphics can't really be explained
in a couple of paragraphs, really. Maybe a short answer
is you would use the output from Streamline to create
an IDLgrPolygon object, and you could try passing that
to XObjView. That might get you started in the right
direction.

For more info, I'd get ahold of Ronn Kling's book,
Power Graphics with IDL. I don't think you can learn
object graphics without that book. :-)

Cheers,

David

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Coyote's Guide to IDL Programming: <http://www.dfanning.com/>
