
Subject: Re: Plotting streamlines in 3D

Posted by [Mark Douglas](#) on Tue, 25 Jan 2005 19:25:40 GMT

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David Fanning wrote:

> I find the documentation for PARTICLE_TRACE and STREAMLINE
> a bit dense, too. But I presume you know these two routines
> work together (PARTICLE_TRACE preparing input for STREAMLINE),
> and that the result needs to be rendered (probably, or I can
> understand your frustration) in an object graphics program.
>
> Is this the latter what you are frustrated with?
>
> A few more details of what you have actually tried would
> help. :-)
>
> Cheers,
>
> David
>

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!

Thanks,

Mark
