Subject: Re: how to draw streamline Posted by mankoff on Tue, 11 Mar 2008 17:25:55 GMT View Forum Message <> Reply to Message

On Mar 7, 12:06 am, David Fanning <n...@dfanning.com> wrote:

- > mankoff writes:
- >> The thunderstorm demo has code to calculate streamlines from u,v,w.

>

- > I thought so, too. But I played with it for 15 minutes
- > and didn't get anything like streamlines to appear,
- > so perhaps you have to be more intuitive than me to
- > see them. :-)

>

I double-tap on my MacBook touchpad. I think this is a right-click? Do it on one of the image planes and you get "Ribbons" which are streamlines + extra information.