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Subject: Re: how to draw streamline

Posted by [mankoff](#) on Tue, 11 Mar 2008 17:25:55 GMT

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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.

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