
Subject: Re: how to draw streamline

Posted by [David Fanning](#) on Fri, 07 Mar 2008 04:06:09 GMT

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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. :-)

Cheers,

David

--

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

Sepore ma de ni thui. ("Perhaps thou speakest truth.")
