
Subject: Re: how to draw streamline

Posted by chris_torrence@NOSPAM on Thu, 13 Mar 2008 20:32:55 GMT

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On Mar 7, 7:55 am, "Kenneth P. Bowman" <k-bow...@null.edu> wrote:

```
> In article
> <92bef8cb-bd54-48b7-b54c-2ff9f4f75...@s8g2000prg.googlegroups.com>,
>
>
>
> wenfang_z...@hotmail.com wrote:
>> Hi,all
>> I want to draw the wind streamline map,and I try many methods
>> described in the forum, but some are wind vectors not the streamline,
>> which is the serial contour line with arrow on the contour plot.
>
>> some one ever mentioned that there was a script sample on the web site
>> http://www.metvis.com.au/idl/
>> but i can't get access to it.
>
>> so if there anybody who can load that web site and give a copy of both
>> the script and the streamline image for me?
>
>> I will appreciate your help!
>
>> wenfang
>
> Here is a sample code to plot 2-D streamlines using VEL.
>
> By default VEL chooses the initial points randomly, but the
> source code is available if you want to change that.
>
> Ken Bowman
>
> PRO STREAMLINE_DEMO
>
> n = 50
> x = FINDGEN(n)/(n-1)
> y = FINDGEN(n)/(n-1)
>
> xx = REBIN(x, n, n)
> yy = REBIN(REFORM(y, 1, n), n, n)
>
> u = -SIN(!PI*xx)*COS(!PI*yy)
> v = COS(!PI*xx)*SIN(!PI*yy)
>
> VEL, u, v, NVECS = 100, NSTEPS = 100, length = 0.5
>
```

> END

Following on from Ken's example, you might also try,

iVector, u, v, x, y, /STREAMLINES, STREAMLINE_NSTEPS=25

-Chris
ITTVIS
