
Subject: Re: how to draw streamline

Posted by [mankoff](#) on Mon, 17 Mar 2008 21:52:44 GMT

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On Mar 17, 10:27 am, "mgal...@gmail.com" <mgal...@gmail.com> wrote:

> On Mar 16, 11:22 pm, wfz...@bjmb.gov.cn wrote:

>

>

>

>

>>> 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

>

>
>> thanks for all response from you.
>> now I am a little confused, what kind of line can be called as wind
>> streamline?
>> what I want is the consecutive line with arrow, something like the
>> contour plot line with arrow, not the small lines with arrow, I don't
>> know how to describe it more clear? I have a sample image of wind
>> streamline, which is what I want, but how I can put it on the forum so
>> all of you can have a look and understand what I mean.
>
> I think you are talking about OSTR (image-guided streamlines) in this
> diagram:
>
> http://michaelgalloy.com/wp-content/uploads/2008/03/flow.png
>
> I have thought about making implementations of some of the
> visualizations in that diagram. I have a (very slow) implementation
> for LIC:
>
> http://michaelgalloy.com/2007/12/09/lic-flow-code.html
>
> Mike
> --www.michaelgalloy.com
> Tech-X Corporation
> Software Developer II

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Are all 6 images the same data? It looks like it, but it really shows some of the limitations of a simple vector field graphic... Wow.
