Subject: Re: Is there a simple way to describe and plot a simple geometry
Posted by pgrigis on Fri, 07 Nov 2008 14:50:14 GMT
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Use polyfill to fill the circles instead.
It won't be extremely fast, but I am sure
it still is negligible compared with the
runtime of your simulation ;-)

Ciao,
Paolo

OliverS wrote:
> Hi everyone.
>
> I have a problem with finding a adequate way of plotting results of my
> simulations.
>
> The model has a fixed geometry consisting of several identical
> cylinders. I want to plot a cut showing the x-y plane, where I color
> the circles in dependence of the results.
>
> My first idea to resolve the problem was plotting circles defined with
> USERSYM at the specified positions. But I am not happy with this
> solution because it is very difficult to get the right proportions
> between symbolsize and distance between the positions in the plot.
>
> a short code sample of my first idea:
>
> X = (INDGEN(196)/14)*0.63 + 0.63
> Y = (INDGEN(196) MOD 14)*0.63 + 0.63
> ; Make a vector of 16 points, A[i] = 2pi/16:
> A = FINDGEN(17) * (!PI*2/16.)
> R = 3
> ; Define the symbol to be a unit circle with 16 points,
> ; and set the filled flag:
> USERSYM, COS(A)*R, SIN(A)*R, /FILL
> plot, x,y, LINESTYLE=3, PSYM=8, XRANGE=[0,10], YRANGE=[0,10]
>
> I would be very glad vor any advice how to solve the problem in a
> better way.