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Subject: Re: wind fields on map

Posted by [David Fanning](#) on Mon, 31 Oct 2011 12:40:57 GMT

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Fabzou writes:

- > For windbarbs, I don't know. A good idea would be to start from
- > PARTVELVEC and implement the barb thing... If you do it, I'm interested
- > in the final product too ;-)

It's an old program, but it probably still works:

<http://www.idlcoyote.com/programs/windbarb.pro>

Cheers,

David

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

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

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