
Subject: Re: Tracking and plotting particle trajectories 3D
Posted by [David Fanning](#) on Fri, 07 Dec 2012 20:13:37 GMT
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abhispace@gmail.com writes:

> Hi guys, I am working on a code to track and plot particle trajectories. I use a fortran code to create data for position of each particle on x, y and z axis. I use IDL to take in the data from the file and plot it. The problem is that the program connects a line from the end point of one trajectory to the beginning of the new trajectory. This creates a lot of mess and the plot is rendered un-informational. The reason the program is doing this is because the input file has trajectory points for each particle in order. So when one particle finishes its path, the input file gives data for the next particle which has just been generated. I do not want to use loops and slow the speed. Any ideas on how I can remove those connecting lines?

I have an idea. First, identify them, then remove them!
Actually, it might be better to replace them. I'd try replacing them with NaNs. That might work, although you don't give us a clue what command you are using to draw them.

Cheers,

David

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David Fanning, Ph.D.
Fanning Software Consulting, Inc.
Coyote's Guide to IDL Programming: <http://www.idlcoyote.com/>
Sepore ma de ni thue. ("Perhaps thou speakest truth.")
