
Subject: Tracking and plotting particle trajectories 3D
Posted by [abhispace](#) on Fri, 07 Dec 2012 19:32:06 GMT

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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?
