
Subject: Re: plotting a vector field in 3d
Posted by [David Fanning](#) on Fri, 21 Jun 2013 16:34:23 GMT
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Michael Galloy writes:

> Check out this post:
>
> <http://michaelgalloy.com/2008/03/19/overview-of-flow-visualization-in-idl.html>

I agree the Flow3 example in the documentation sucks (sigh...), but it's pretty easy to put axes around the flow:

```
vx = RANDOMU(seed, 5, 5, 5)
vy = RANDOMU(seed, 5, 5, 5)
vz = RANDOMU(seed, 5, 5, 5)
```

```
; Set up the 3D scaling system:
cgSurf, dist(30), xr=[-1,5], yr=[-1,5], zr = [-1,5], $
    /nodata, xst=1, yst=1
```

```
; Plot the vector field:
!P.Color=cgColor('black')
FLOW3, vx, vy, vz
```

Now that I look at it, Flow3 sucks, too. :-)

There is probably a good Ph.D. thesis in here for someone who wants to develop some useable software.

Cheers,

David

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Coyote's Guide to IDL Programming: <http://www.idlcoyote.com/>
Sepore ma de ni thue. ("Perhaps thou speakest truth.")
