
Subject: Re: Drawing vector fields with New Graphics
Posted by [David Fanning](#) on Tue, 02 Jul 2013 14:38:49 GMT
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Phillip Bitzer writes:

> This note in the help scares me:
> Note: The units for the U and V components are arbitrary, and are not related to the units of the X and Y coordinates. The VECTOR function will compute a default length scale and head size based upon the overall number of vectors and the average magnitude of the vectors. The LENGTH_SCALE and HEAD_SCALE properties may be used to change the default size.
>
> Intuitively (at least to me), this should not be the behavior. Uv, Ux should mean *something* about the magnitude.

This should scare ALL of us! Good God.

Cheers,

David

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