
Subject: Particle representation

Posted by [user](#) on Fri, 09 May 2003 16:51:43 GMT

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Hi,

Does anyone know of a simple way of creating an `_irregularly_` spaced particle representation from a `_regularly_` spaced grid? I have a 2D grid with density values (tends to be close to a Gaussian profile), and I then want to represent this using a finite number of point masses, each having the same mass, but with a general position. The initial density profile will then be represented by the spacing of the points, each containing an equal amount of the mass. For some reason I thought IDL had routines suitable for this, but I can't seem to find any.

I plan to use these as tracer particles, injected onto a regular grid, so I will create a linked list containing a unique particle identifier, its position in 3D space, pressure, energy etc., and then it will be moved around by the velocity vectors living on the hydro grid.

Any ideas received with thanks,

Henrik

Subject: Re: Particle representation

Posted by [Paul Sorenson](#) on Thu, 22 May 2003 05:52:06 GMT

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IDL's SURFACE command does not require absolutely regular xy locations. I don't think IDLgrSurface does either. Also, see the `d_surfview.pro` demo for an example displaying a surface (grid) as points rather than lines. (Menu choice Options|Style|Point.)

If you have very irregular xy locations, you could draw PLOTS points or Orb objects at each location.

Hope that helps,
-Paul Sorenson

<user@domain.invalid> wrote in message
news:b9gmav\$jo3\$1@titan.btinternet.com...

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