
Subject: how to draw streamline

Posted by [wenfang_zhao](#) on Fri, 07 Mar 2008 03:08:36 GMT

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Hi,all

I want to draw the wind streamline map,and I try many methods described in the forum, but some are wind vectors not the streamline, which is the serial contour line with arrow on the contour plot.

some one ever mentioned that there was a script sample on the web site <http://www.metvis.com.au/idl/> but i can't get access to it.

so if there anybody who can load that web site and give a copy of both the script and the streamline image for me?

I will appreciate your help!

wenfang

Subject: Re: how to draw streamline

Posted by [Michael Galloy](#) on Mon, 17 Mar 2008 14:27:07 GMT

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On Mar 16, 11:22 pm, wfz...@bjmb.gov.cn wrote:

```
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>> On Mar 7, 7:55 am, "Kenneth P. Bowman" <k-bow...@null.edu> wrote:
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>>> In article
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>> Following on from Ken's example, you might also try,
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I have thought about making implementations of some of the visualizations in that diagram. I have a (very slow) implementation for LIC:

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Mike

--

www.michaelgalloy.com

Tech-X Corporation

Software Developer II

Subject: Re: how to draw streamline

Posted by [mankoff](#) on Mon, 17 Mar 2008 21:52:44 GMT

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On Mar 17, 10:27 am, "mgal...@gmail.com" <mgal...@gmail.com> wrote:

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Are all 6 images the same data? It looks like it, but it really shows some of the limitations of a simple vector field graphic... Wow.

Subject: Re: how to draw streamline

Posted by [Michael Galloy](#) on Mon, 17 Mar 2008 22:31:52 GMT

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Yes, all six images are from the same data. And yes, I think the standard grid of vectors is not very useful.

Mike

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www.michaelgalloy.com
Tech-X Corporation
Software Developer II

Subject: Re: how to draw streamline
Posted by [wfzhao](#) on Tue, 18 Mar 2008 06:56:06 GMT
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> plot map.

MG_LIC is very processor intensive; it will take a few minutes at 100% of the CPU (depending on processor speed). It is slow because it loops through the elements of the vector field. I have a start on a DLM to do this that hopefully would be much faster, but I just haven't had time to finish it yet.

Mike

--

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Tech-X Corporation

Software Developer II
