
Subject: Re: Line plot with arrows

Posted by [Russell\[1\]](#) on Thu, 22 Sep 2011 19:37:32 GMT

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On Sep 22, 11:20 am, Robin Wilson <ro...@rtwilson.com> wrote:

> Hi all,
>
> I'm trying to use IDL (and specifically David's Coyote Graphics system)
> to plot a line graph showing the passage of rays of light through a
> modelled atmosphere. I can easily get the data out to plot a simple line
> graph which joins up the points that the ray passed through, but I want
> to be able to put arrows on the lines so that it can be seen which
> direction the light is going.
>
> Is there any (relatively easy) way to put arrows on lines in a line plot
> in IDL? Ideally I'd like to replace each segment of line with an arrow,
> but I guess I could have arrows just at each point instead. For the
> latter I would think of overplotting some points, but I'd need to rotate
> the arrows correctly each time, and I've no idea how to do that.
>
> Any ideas?
>
> Robin
>
> P.S. David - working on your review now (using the book as a reference
> for programming today to test it out!)
> -----
> Robin Wilson
> A PhD student studying complexity in remote sensing www.rtwilson.com/academic

Hi Robin.

If I understand you correctly, you have a bunch of data (I'll call them x and y) which have vector directions associated with them (call them dx and dy). And you want to plot little arrows, where the tail of the arrow is at (x,y) and the length and direction of the arrow is somehow related to (dx,dy). Correct? If so then have a look at velovect.pro

http://physics.nyu.edu/grierlab/idl_html_help/V5.html#wp7875 71

Good luck, Russell

Subject: Re: Line plot with arrows

Posted by [Fabzou](#) on Mon, 26 Sep 2011 09:58:18 GMT

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Hi,

I think that PARTVELVEC from the IDL Astro Lib is more adapted.

<http://idlastro.gsfc.nasa.gov/ftp/pro/plot/partvelvec.pro>

Via the /DATA keyword, you may place your arrows the way you want to, but this may be a bit tricky regarding the directions, I don't know how PARTVELVEC may react in /DATA space... But probably pretty good I am sure.

The major problem with VELOVECT is that it expects you to plot nice regular 2-D Grids, which is probably not the case here.

Besides, PARTVELVEC is highly CG compatible ;)

Fabz

On 09/22/2011 09:37 PM, Russell wrote:

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