
Subject: Re: wind fields on map
Posted by [Fabzou](#) on Mon, 31 Oct 2011 10:10:49 GMT
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Hi,

For arrow representation, PARTVELVEC from the IDL Astro library accepts irregular fields as input
(<http://idlastro.gsfc.nasa.gov/ftp/pro/plot/partvelvec.pro>)

For windbarbs, I don't know. A good idea would be to start from PARTVELVEC and implement the barb thing... If you do it, I'm interested in the final product too ;-)

Fab

On 10/31/2011 10:27 AM, Sverre Solberg wrote:

> Hi,
>
> I wonder if there's an easy way to plot wind fields (e.g. wind barbs)
> on a geographical map when my 2d field is irregular (my lon/lat grid
> does not have fixed lon/lat increments). The standard procedures I
> found in IDL all seem to require a regular system (X and Y being
> vectors, not 2D arrays). Any hints?

Subject: Re: wind fields on map
Posted by [David Fanning](#) on Mon, 31 Oct 2011 12:40:57 GMT
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Fabzou writes:

> For windbarbs, I don't know. A good idea would be to start from
> PARTVELVEC and implement the barb thing... If you do it, I'm interested
> in the final product too ;-)

It's an old program, but it probably still works:

<http://www.idlcoyote.com/programs/windbarb.pro>

Cheers,

David

--

David Fanning, Ph.D.
Fanning Software Consulting, Inc.
Coyote's Guide to IDL Programming: <http://www.idlcoyote.com/>
Sepore ma de ni thui. ("Perhaps thou speakest truth.")

Subject: Re: wind fields on map
Posted by [Sverre Solberg](#) on Tue, 01 Nov 2011 12:48:29 GMT
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On Oct 31, 1:40 pm, David Fanning <n...@dfanning.com> wrote:
> Fabzou writes:
>> For windbarbs, I don't know. A good idea would be to start from
>> PARTVELVEC and implement the barb thing... If you do it, I'm interested
>> in the final product too ;-)
>
> It's an old program, but it probably still works:
>
> <http://www.idlcoyote.com/programs/windbarb.pro>
>
> Cheers,
>
> David
>
> --
> David Fanning, Ph.D.
> Fanning Software Consulting, Inc.
> Coyote's Guide to IDL Programming: <http://www.idlcoyote.com/>
> Sepore ma de ni thui. ("Perhaps thou speakest truth.")

Many thanks.
Yes, it works (both windbarb and partvelvec), at least for some
devices. Did get trouble with the colors using Z-device, but PS works
ok.
