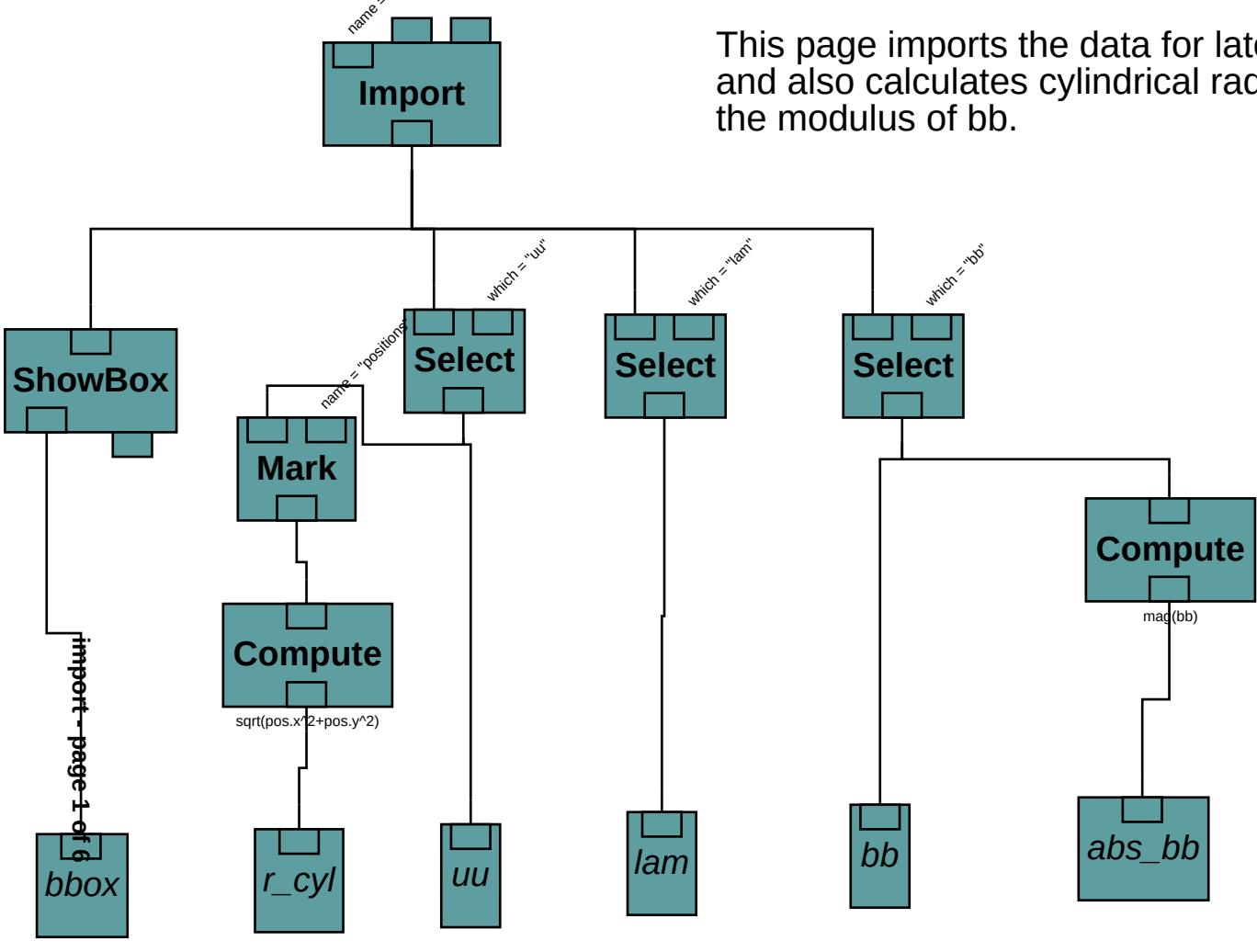
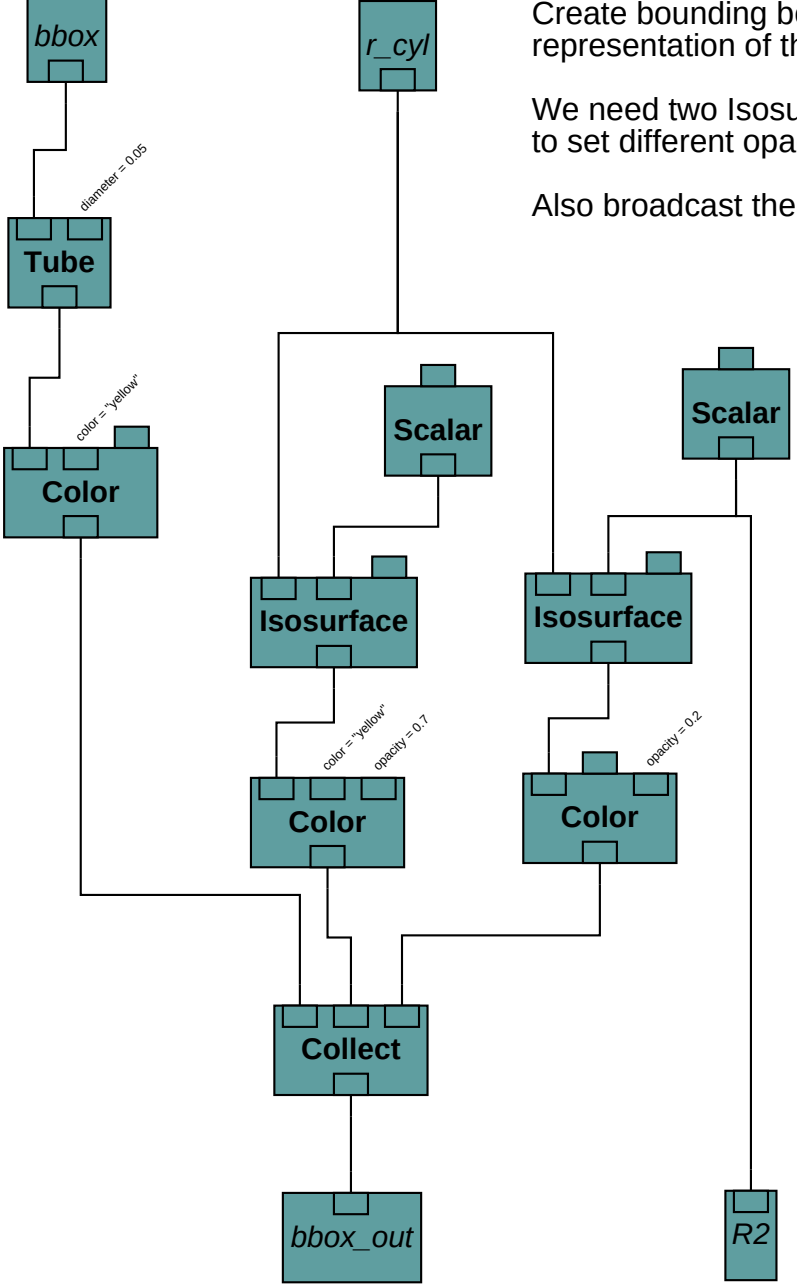


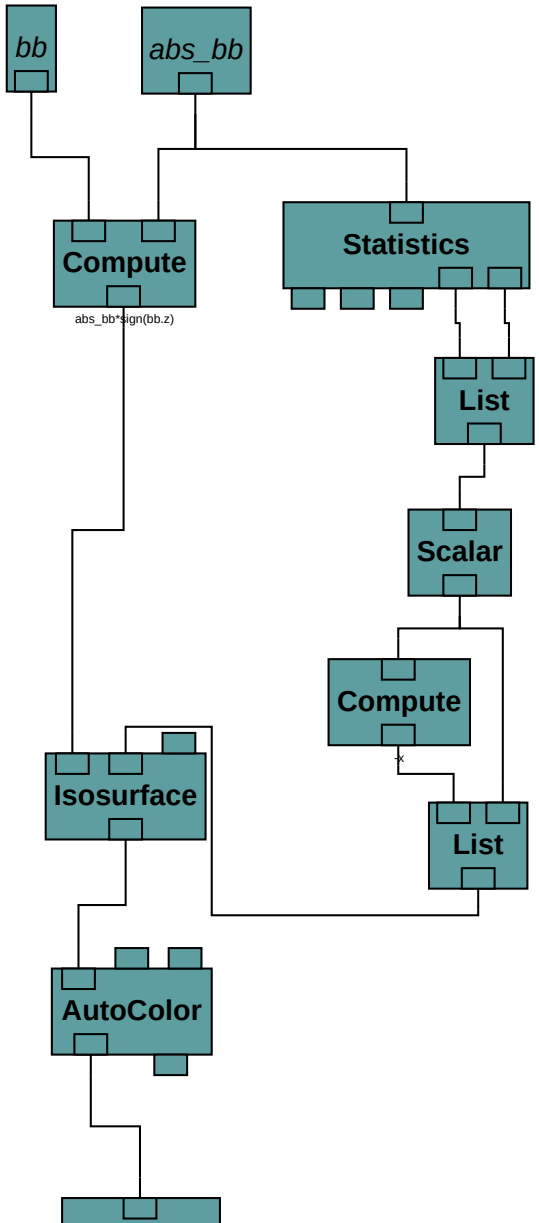
This page imports the data for later use and also calculates cylindrical radius and the modulus of bb.



Create bounding box as Tube and a semi-tran
representation of the inner cylinder.

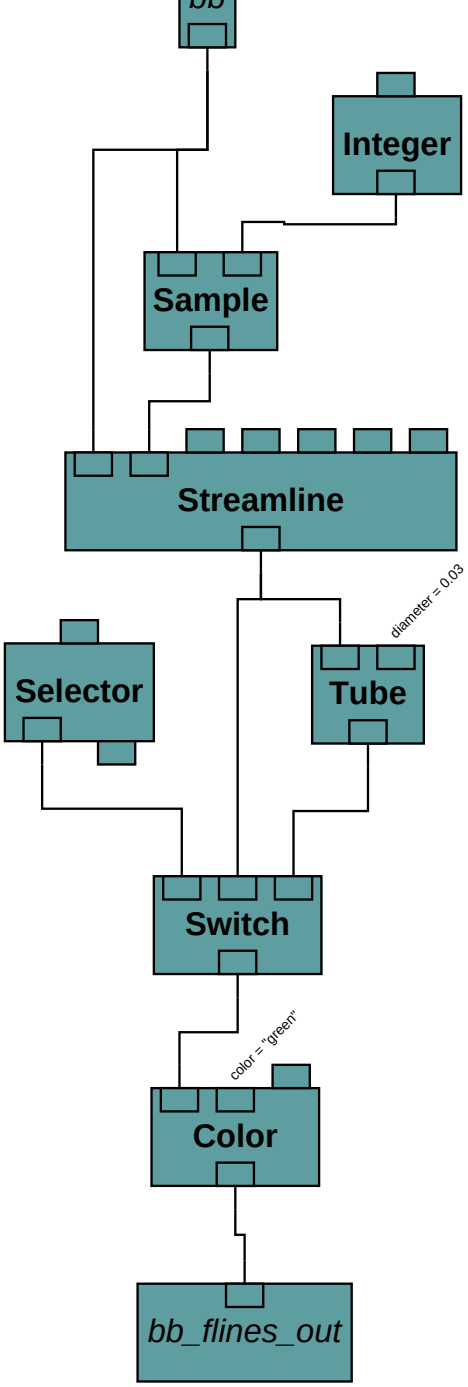
We need two Isosurface and Color modules in
to set different opacities for the two cylinder su

Also broadcast the value of R2 to the page uu



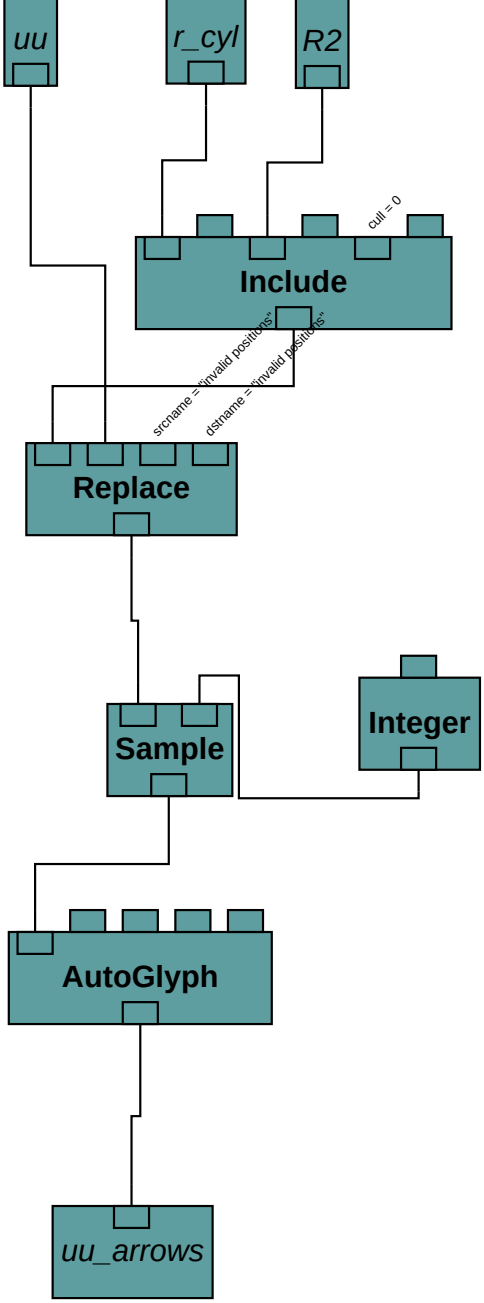
Create isosurface of |bb| with the level selected interactively.

Statistics and List create a list containing the minimum and maximum of |bb|.
Scalar then interactively selects the isolevel value.
The output B_lev of Scalar is transormed into a list {-B_lev, B_lev} and used to set the values for Isosurface.
Isosurface draws surfaces not of |bb|, but of |bb|*sign(b_z), which allows us to colour the two helices differently.



Create field lines.

Sample picks a subset of positions, the n
of which is set through an integer interact
Streamline produces the field lines.
Switch passes them either as lines (faste
tubes (looks better) to Color, the decision
based on the setting of the Selector intera

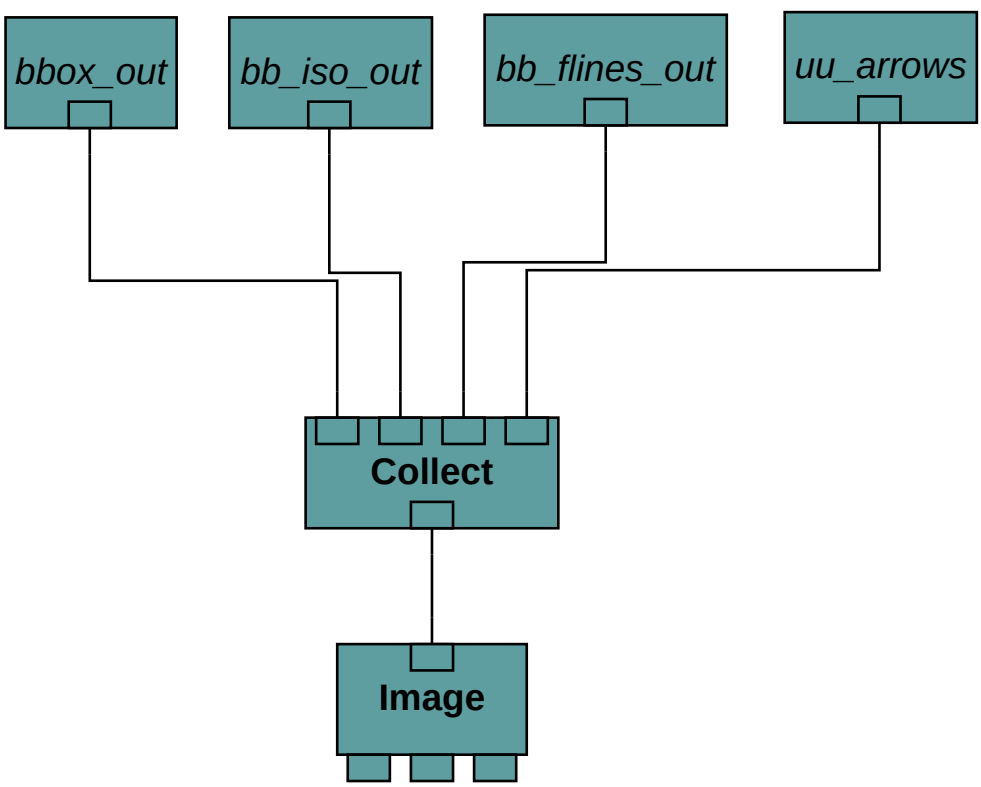


Create arrows indicating the velocity field.

Include marks all points with r > R2 as inva
Replace then propagates the invalid positi
uu, such that arrows are only drawn for po
r <= R2.

Sample downsamples the data to a user-d
(approximate) number.

some geometrical aspects of the problem. The different tasks are sep
into different pages, of which the present ('render') is only
responsible for rendering the data that are produced on other pages a
communicated by Transmitters and Receivers. All pages are annotate
individually.

You can customise a number of parameters (like, e.g. the number of f
lines) through a 'Control Panel' with several manipulators. If the contro
panel is not open when you start the program, activate it through
'Windows --> Open All Control Panels'.

This page uses Collect to combine all the stuff to show (you can add a
input tabs as you like to the Collect module with Ctl-a or through
'Edit -->Input/Output Tabs') and renders it.