Lottie Vectors
A Great Way To Display Vectors !   — twitter.com/mathlottie

The Lottie Vectors Main Window

Show / Hide Controls

Show / Hide Title Data

Normalize Data (Decrease)

Enagage Turbo Mode !

Show / Hide Legend (Key)

Normalize Data Enter Value

Elevation / Azimuth

Show / Hide Color Bar

Show / Hide Axis Labels

Normalize Data (Increase)

Lottie Vectors Data Title

Save Setup To A File

Show / Hide Grid

Manual Remove Low Spikes (Decrease)

Load Setup From A File

Enter Number Of Low Spikes To Remove

Position Map Origin

Manual Remove Low Spikes (Increase)

Display Origin

Manual Remove High Spikes (Decrease)

Rotation Origin

Enter Number Of High Spikes To Remove

Toggle 2D View

Manual Remove High Spikes (Increase)

Show Scaled Distance Circles

Show Position Circles

Toggle Auto Processing Of Data Spikes

Show Route Markers

Threshold For Auto Spike Process

Show Distances As Numbers

Show Route

3D Arrows

Force Magnitude As A Number

Show Arrows

Re-Frame Display

Rotate Data +15 Degrees

Show Scaled Magnitude Circles

Reset Data Rotation

Increase / Decrease Force Vector Scalar

Load Vectors From A CSV Text File

Increase / Decrease Z – use to adjust 3D Display Depth

Panic! (Auto Adjust)

Enter Data Rotation In Degrees

Toggle Display Of Force Vectors

Increase / Decrease Route Vector Scalar

Rotate Data -15 Degrees

Save Position Map As Matrix File

File   Edit   View   Insert   Tools   Desktop   Window   Help

|rot| 0°@ 0,0 |data| [1]@ 0,0 <<-(1) |display| [1]@ 0,0 <<-(0.5) |max| *(0) <-(0) ->(0)

route
pos
dist << 15
dist >> 79
frc << -130
frc >> 85

Magnitude – Low -130 to High 85

Position X